9 RPGs FOR 2003
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BUSTA RHYMES
TALKS ABOUT BEING IN NBA LIVE 2003

OFFICIAL U.S. PlayStation MAGAZINE

JANUARY 2003
ISSUE 64

XCLUSIVE!
FIRST REVIEW AND PLAYABLE DEMO!

WAR OF THE MONSTERS

THE MAKERS OF

BMX PG-13
WHY THE NAUGHTY BITS WERE CUT FROM BMX XXX PAGE 60

WHY

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MONSTER REVIEWS!

RYGAR
AWESOME!

007 NIGHTFIRE
SHPLENDID!

MORTAL KOMBAT
SURPRISING!

CONTRA
REALLY HARD!

INSIDE!
DON'T FALL FOR BAD IMITATIONS

PLAYABLE PS2 DVD
FEATURING:
WAR OF THE MONSTERS
SHINOBI
RYGAR
BURNOUT 2
HAVEN
THE GETAWAY
DRAGON BALL Z

RICARDO DIAZ SAYS...
"YOU WANT DA BEST GTA: VICE CITY TIPS AND CHEATS? THEN CHECK OUT PAGE 144."

CHEATS!

GTA: VICE CITY
HITMAN 2
TIMESPLITTERS 2

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Sly Cooper
and the
Thievius Raccoonus
EVERYONE
E
CONTENT RATED BY
ESRB
Mild Violence

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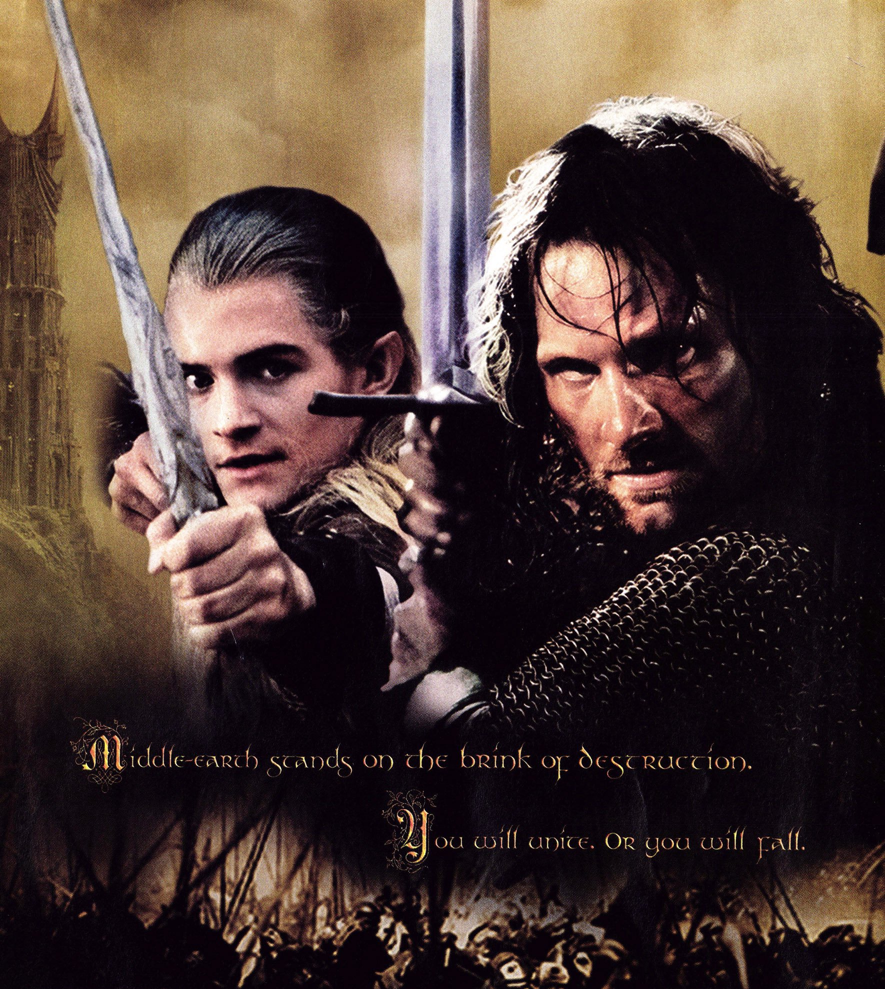
He's one cunning devious thievius raccoonus.


Middle-earth stands on the brink of destruction.
You will unite. Or you will fall.

TEEN
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Blood
Violence

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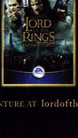

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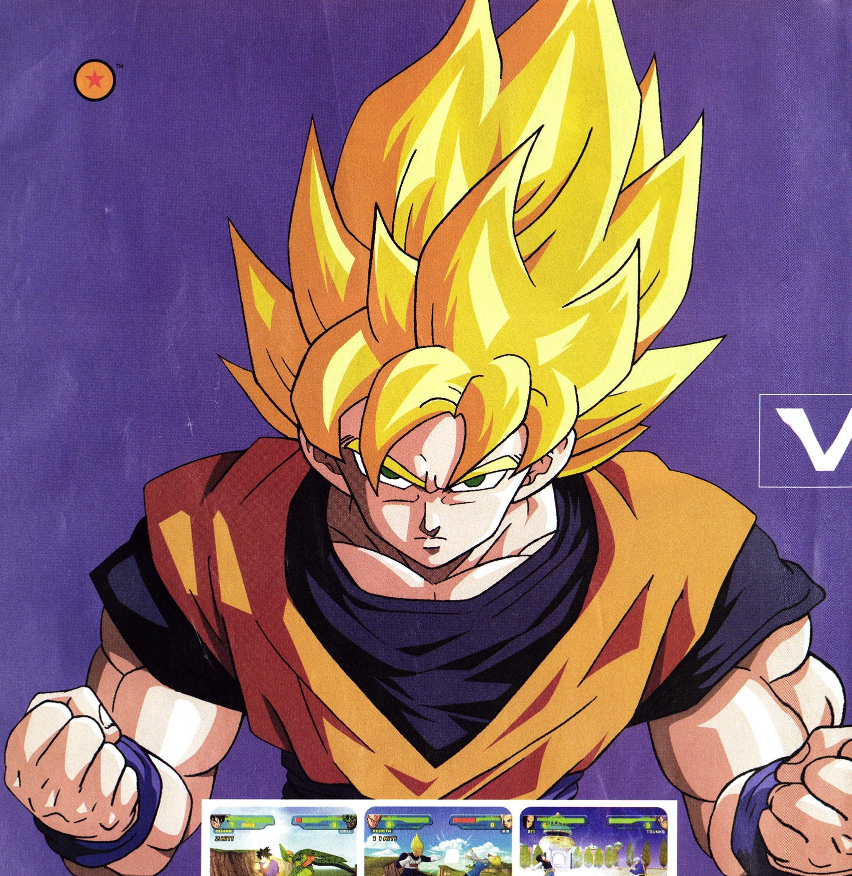

TEEN
T
CONTENT RATED BY
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Animated Blood and Violence

FUNimation Productions, Ltd.

INFOGRAMES

PlayStation 2

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RALLY FUSION™

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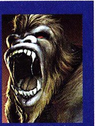
RALLY MASTERS
GRAN CANARIA

9 Reasons Why Congar Loves War of the Monsters, and Why You Should Too..



Congar, Acting Editor-in-Chief

1. You can be a big, hairy monster, like me, and run around beating the crap out of stuff.
2. You can pick up cars and hit people with them. *Congar smash!*
3. Smashing up buildings is fun, especially when you use your opponents instead of scenery. I did it to John, and now I have his job.
4. My buddy Ultra V, the big Japanese robot, is *cool.* He has a rocket pack, laser eyes, and a stretchy chain thing that can grab his opponents. I can still kick his ass, though.
5. It was made by the nice people who made *Twisted Metal: Black.*
6. Unlike other fighting games, punch-ups in *War of the Monsters* can take over an hour to complete. Especially if you're evenly matched. If you're fighting me, though, I'll kick your ass very quickly.
7. Explosions are cool. *War of the Monsters* is full of them.
7. The *Official PlayStation Magazine* gave it five out of five.
8. The *Official PlayStation Magazine* has an exclusive playable demo this issue.
9. Because Congar says so!

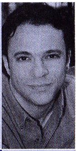
ABOUT OUR CONTRIBUTORS

ZOE FLOWER

She writes, plays videogames, makes TV shows, and has a sheepskin coat to keep her warm. She produces rock videos, designs Web sites, and is a member of the Fashion Police. That's what she tells us, anyway.
www.zoeflower.com

DAVID KUSHNER

Another NY-based writer, David spins yarns for *Rolling Stone*, *Entertainment Weekly*, and *Spin*. He's basically written for everyone. This month he investigates what we've been wondering about for a long while: why games are good for you.



PENNY ARCADE

We laugh, we cry, then we start laughing again until we pass out. All because of those witty chums at Penny Arcade. But as much good stuff as they have in our magazine, the racy stuff resides at their website. Don't miss it.
www.penny-arcade.com

KOZYNDAN

See that brilliant opening spread on the *War of the Monsters* feature? That's kozyndan, two L.A. based illustrators who give you many, many good things. More of their work can be found at their website:
www.kozyndan.com
Smile!

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about videogame content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

WWW.ESRB.ORG

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Deemed suitable for children 3 or older. Products carrying this label have absolutely no material that would be considered inappropriate by parents.

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The E replaced the previous K-A rating last year. Suitable for kids ages 6 and up, E-rated games may contain minimal violence or crude language.

TEEN RATING
Contains suggestive themes; mild or strong language; and animated violence. Some parents may want to supervise children playing T-rated games.

MATURE RATING
These games contain more adult themes, such as blood and gore; stronger language; and sexual themes. Deemed not suitable for those under 17.

ADULTS ONLY RATING
The extreme of the ratings, suitable for adults only. Packs sexual themes and extreme violence. Console manufacturers have yet to allow an AO-rated game.

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EVERYTHING EXPIRES

Open your fridge and take a big fat whiff of your milk. Nothing lasts forever. So get your butt movin'.

TRIM HERE

Rip it, tear it, or pull it out. Whatever you do, DON'T run with scissors.

KNOW YOUR CODES

Open all levels with this cheat? Maybe. If not, try dialin' it. You might just get yourself a date.

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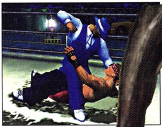

REGULAR BITS

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How did we pull this off? *SOCOM*, *War of the Monsters*, *Shinobi*, and *The Getaway*, all in one place.

20 INPUT
You send us letters, we print your letters. Because we care. Here's the address: opm@ziffdavis.com.

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Why games are good for you, what peripherals you should or shouldn't buy, and nine RPGs for 2003.

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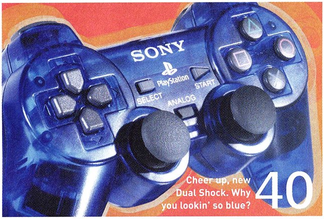
You've been waiting for *GTA: Vice City*, but have you found the coolest stuff? This is a start.

162 P.S.
What if your favorite gaming character had let themselves go? Find out, then take the PSAT!

108 "Now, why don't you come on up and give your Uncle Preytor a *big* hug?"



Cheer up, new Dual Shock. Why you lookin' so blue? 40

Take a monster, any monster, and then kick the crud out of another monster. Let the crumbling begin!

PlayStation
WAR OF THE MONSTERS

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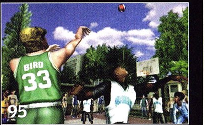

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EA tells us why it decided on its playable characters for *The Two Towers*, plus news on future games.

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Read this before you even think about plugging stuff into your PS2.

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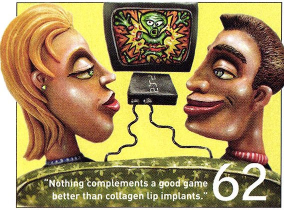

"Nothing complements a good game better than collagen lip implants." 62

ON THE DISC

PLAYABLES:
SOCOM: U.S. Navy SEALs
War of the Monsters
Rygar: The Legendary Adventure
Burnout 2: Point of Impact
Shinobi
Legaia 2: Duel Saga
Minority Report
Haven: Call of the King
Reign of Fire
Tiger Woods PGA Tour 2003

VIDEOS:
The Getaway

BEHIND THE SCENES:
Ratchet & Clank—The Weapons
Jet X20

COOL MOVES:
The Mark of Kri
Freekstyle

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Men In Black II: Alien Escape

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MAGAZINE
Issue 64
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SONY
RP-M

Pick your favorite monster, and let the *War* begin. Then try kicking it old school with relaunches to the *Shinobi* and *Rygar* series.

SHINOBI

THE DETAILS:
It all begins with a cut-scene of Hotsuma and Moritsune battling it out. But then it's four years later and it's post-earthquake Tokyo. Then you're off to fight stupidly named Hell Spawns.

HAVE YOU TRIED...
...locking on using R1? Hold down R1, then hit the Stealth Dash (X) to get to the enemy, then attack with Square.
...pulling off "tate"? You can attack multiple enemies and receive a special killing animation. Hold down R1 the entire time, then hit the Stealth Dash (X) to get in striking range, then attack with Square. Repeat until all enemies on the screen are dead.

SOCOM: U.S. NAVY SEALs

THE DETAILS:
You and your team have to bust into a mess of ruined temples in Thailand and get the ambassador to safety. Collect intelligence, then secure the ambassador and his lady friend.

HAVE YOU TRIED...
...gettin' stealthy with it? As long as the enemies that see you don't live, you're as good as stealthy. Check your rating on the Mission Stats screen to see just how stealthy you are, brotha.
...inverting your pitch? Hit Start, then go to Invert Pitch. Turn it to Off. It'll give you helicopter-style controls that are much easier for veteran and rookie FPS players alike.

BURNOUT 2: POINT OF IMPACT

THE DETAILS:
From the makers of BMX PG-13 comes Burnout 2! While there's no gratuitousness in this demo, you'll race around a track at breakneck speeds, with the chance for big crashes.

HAVE YOU TRIED...
...winning the race without using Boost? Nothing about this race is easy, but all of it's fun. Try racing the whole thing with skill and control and not speed. Lay off Boost (R1) for the whole race.
...ramming a Greyhound while going 150 mph? Recklessness in videogames is downright fun, but don't do this at home: Get your speed way up, line up with a bus and Boost, baby, Boost!

RYGAR: THE LEGENDARY ADVENTURE

THE DETAILS:
You're tossed right into a dark and dimly lit castle level and you've got nothing but your Diskarmor. You can trudge around the level breaking anything in sight. You can even learn how to slide!

HAVE YOU TRIED...
...attacking with Triangle? It's a more powerful attack that will result in a pre-swing spin. Problem is, it's directed at one creature at a time. Pressing X will let you hit two or three at once.
...learning how to slide? It's ridiculous that a grown man who has perfected the use of Diskarmor can't slide. But you'll have to learn. Go up, up and find the gold statue, then break it. Now you can slide!

MINORITY REPORT

THE DETAILS:
You have access to two different levels: one is a jetpack mission where you have to use subway routes to escape, the other has you trying to bust out of the hotel before getting beat down.

HAVE YOU TRIED...
...blasting fools with the shotgun? Go through the hotel level, and when you have to fight the law, a few might drop the shotgun (sometimes they don't, sometimes they do). Then blast away.
...throwing up your dinner? In the hotel level you'll have to fight a bunch of guards carrying "sick sticks." Get hit by them and you'll throw up. Apparently he was eating green slime for lunch.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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RED★FACTION II

COMMONWEALTH COUP

The Red Faction is using their entire arsenal in the latest attempt to overthrow

AHC-36
Aesir Fighter 2.0
SOPOT CITY

FROM THE AIR

The Red Faction customized Aesir is a maneuverable air assault vehicle equipped with optical zoom which allows for precise hits on enemy targets.

Drop Point *5:37am*
Troops assemble at the Sopot Harbor.

CIVILIAN UPRISING

After Sopot's forces withdrew from the main city, several Red Faction rebels raided Harbor Island and desecrated the symbolic statue of the dictator.

RED FACTION
II

MATURE
M
CONTENT RATED BY
ESRB

Blood and Gore
Violence

For more up-to-the-minute coverage of the conflict, go to *www.redfaction2.com*

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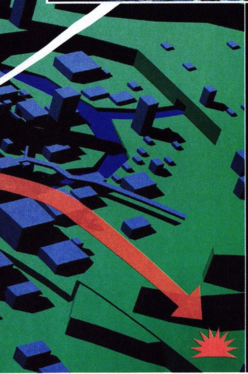
D'ETAT

the Dictator Sopot.

Public Information Building *6:05am*
Commonwealth Elite Guards attempt to fend off the attacking Faction soldiers.



The Slums *6:22am*
Rebel soldiers continue to fight despite rumors of growing animosity between Faction leaders.

THE REBELS

SUPER SOLDIERS

ALIAS, the best of the Faction Super Soldiers, is shown here in demolition gear.

NGL-8 Nanotech Grenade Launcher
Battle Armored Personal Combat System

Demolition Charges

THE WEAPONRY

These are only a few of the many weapons at the disposal of the Red Faction army.

CMRD-32 MAGNETIC RAIL DRIVER

Fires metal slugs that go through just about any barrier without losing velocity. The targeting scope makes this weapon extremely accurate.

N.I.C.W. - NANOTECH INDIVIDUAL COMBAT WEAPON

Capable of delivering automatic armor-piercing rounds as well as launching grenades.

CAR-72 MILITARY ASSAULT RIFLE

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PlayStation®2

volition

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★ ★ ★ ★ ★

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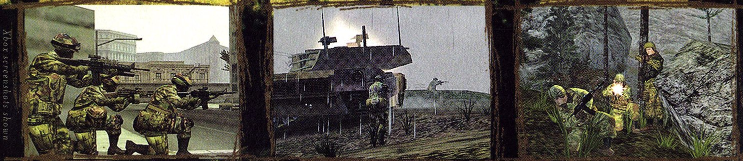
WE WILL NOT FAIL EACH OTHER.
WE WILL NEVER SURRENDER.
WE FIGHT, SO THAT PEACE MAY REIGN.

WE ARE THE GHOSTS.



Xbox screenshots shown

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Command the Ghosts, an elite handful of specially-trained Green Berets, in a deadly, realistic campaign waged on the war-torn battlefields of tomorrow's headlines. Use cutting-edge gear and guns to lay waste to the enemy, or your multiplayer opponents. A total battlefield experience that only Tom Clancy and the makers of Rainbow Six can deliver.

MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Violence

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XBOX

XBOX LIVE

NINTENDO GAMECUBE.

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PlayStation 2

GAME OF THE YEAR

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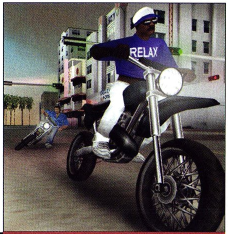


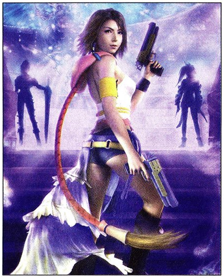
Think you have what it takes to write the Letter of the Month? Send us your videogame expositions and you could win a Logitech cordless controller for your PlayStation 2. Neat, huh?

Final Fantasy X-2 = Crapola?

I saw the article for the new *Final Fantasy* sequel, and just wanna say: "What a load of crapola." No offense to you guys, of course. I've played the *Final Fantasy* series for years, and so far I've loved every minute of the 50-plus hours in each one.

It seems that Square wants to completely change the nice, respectful summoner and white-magic caster, Yuna, into a skimpy-clothed, pistol-toting Lara Croft wannabe. This is the complete reverse of the character; and if they want to make a sequel, the characters should stay at least a little like in the past games. Some of the other characters—Rikku for example—would fit the Lara Croft wannabe description much better.

Andrew Jordan
stiller7d@hotmail.com



You raise an interesting point, Andrew, but we'll reserve such judgments until we actually see *FFX-2*. Who knows? Maybe it's just really hot outside.

What's With That Todd Guy?

I just picked up issue 63 of *OPM*, and I noticed something very strange. On page 164, there is a review of *NHL 2003*, and the reviewer of this game is Todd Zuniga, the same guy who reviewed last year's *NHL 2002* in issue 50. Last year, when he reviewed it, he basically explained it to be his god of all hockey games available for the PS2. He said

Contintued on page 23

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Letter of the Month

I play *Grand Theft Auto III* with my 3-year-old son. And my conscience is clear.

That's right. He loves it. Of course, I've set rules for myself on how to play it when he's around. For one, we can't just yank some innocent person outta their car and squeal off with it. Nope. Gotta walk around and find a parked one somewhere. So there's a lot of "Now, where did daddy park the car?" stuff going on. Kinda like life, imitating a Saturday trip to the mall, you know?

Two. No weapons. Where's the fun in that? Well, hey, what does a 3-year-old care about blowin' heads off anyway? Sometimes, though, if one of the naughty pedestrians swears at us, I'll sock him in the mush, just 'cause he needs to learn to watch his mouth.

Three. If the cops give chase, because I inadvertently run down a pedestrian or some such, I pull the car over. His only thing, though, is that sometimes, he wants a new car—usually based on a color. "Get a yellow one, daddy." So we gotta hoof it again. Not as easy as you'd think.

My point—and yes, there is a point—is that this what the beauty of *Grand Theft Auto* is. It's so freeform and so nonlinear that it doesn't *have* to be a bloodbath. It is what you make it. In short, it's a game that truly is more than the sum of its parts.

Demonocus
via the OPM message board

Well said, Demonic one. This is exactly the type of letter that all politicians with an antigaming agenda should read—but never will.

GAMERS ARE TALKING ABOUT...

OPM's monthly roundup of hot topics, gathered from the *OPM* message board at gamers.com.

• *GTA: VICE CITY*—IS THERE ANYTHING ELSE?

"Just curious if anyone's got anything else in their system," wonders **djsexysherry**. "I'm still working on *Kingdom Hearts*!"

"I'm not playing anything else," declares **DatMonkey**. "It's depressing to come on this board and see people so far ahead of you in the game!"

"I'm playing *Xenogears*," confesses **ladyluccia**. "I'm *way* behind the times!"

inflameskev proves that the PS2 does more than play games: "Well, I have a Joe Satriani DVD in my PS2 right now, since *Mister Mosquito* turned out to be a very crappy rental."

He's playing *Vice City* and a few others now, but **punkboy68** claims, "I don't feel the 'hunger' to get into the game as much as I did with *GTA3*."

"I'm done with it for now," says **BadboyofSNL**, who beat the game within mere days of buying it. "Unless someone posts something about a special secret for getting 100 percent...I'm done...."

• FIRST-PERSON SHOOTOUT

CyrusisCanadian wants to know what others think about *Red Faction II* vs. *TimeSplitters 2*. "Which do you think is better?" he asks. Sixteen responses later, we have a winner: *TS2* 10, *RF2* 6.

• THE CENSORSHIP OF *BMX XXX*

After **Forbidden_Nyght** posted an Internet story about Acclaim's censorship of *BMX XXX* for the PS2 (see page 60), it sparked quite a few responses.

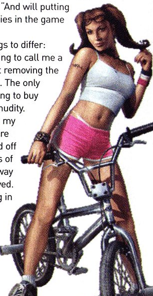
"I guess this is a good move," **MageAuronX** replies. "If all stores only sell the PS2 versions because they don't have the nudity and whatnot, then it actually might be pretty good."

In reference to a specific quote from the story in which Acclaim PR compares the game to *American Pie* and *Sex in the City*, **StealthMantis** enthuses, "The *exact* same thing I've been saying all along! I even used the same movie example. Heh, I should be the PR guy for Acclaim."

Our old friend **oralb808** adds this response: "These retailers are off their rockers. I'm more than certain that a trip to the Best Buy DVD section will produce more than just pixelated nipples. Hell, Best Buy even carries *Playboy* DVDs! Fools!"

"I wouldn't mind Acclaim's tactics if it wasn't for the fact that they simply put the naughty bits in to cover up for the lack of innovation," contributes **SpideyBuddy**. "And will putting naked breasts and bodies in the game make it better?"

JustinCredible1 begs to differ: "You're all probably going to call me a pervert, but I think that removing the nudity was a bad move. The only reason anyone was going to buy this game was for the nudity. I wasn't going to waste my money on it, but I'm sure there are a lot of pissed off gamers who had hopes of playing this game the way it was meant to be played. I hope I see less editing in the future, so I as a gamer can have my freedom of choice. What's next? *GTA* without violence?"



MIDWAY

IT BEGINS AS A DREAM.
THEN IT GETS REAL.

PlayStation®2 computer entertainment system screens shown.

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TEEN
T
CONTENT RATED BY ESRB

Mild Violence

Fall 2002

PlayStation 2

Coming 2003

NINTENDO GAMECUBE

XBOX

GAME BOY ADVANCE

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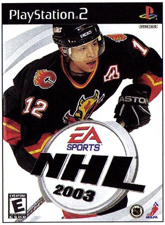
YOU'RE LOOKING AT THE MOST ELITE
COMMANDO UNIT ON THE PLANET.
SOCOM
U.S. NAVY SEALS

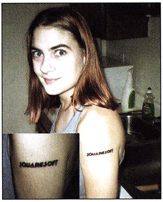


it is the best hockey game since *NHL 95*: "The only hockey must-buy I've seen in the last six years," he said, giving it 4.5. Now, as I look at the review of *NHL 2003*, in the first paragraph Todd says, "Last year, *NHL 2002* stunk." He went on for a third of the review trashing *NHL 2002*. What is up with that?
Anonymous
gtafan255@hotmail.com

Never one to ignore his adoring public, Todd was quick to respond to this. Here's what he has to say: "One question: Was *NHL 2002* any good? My answer: No, it wasn't. Not in the long run. For a quick charge of hockey, yes, it's great. But for the long haul, it proved that it wasn't. Did I make a mistake in my review? I did. Sometimes, as a reviewer, I lose perspective on things, but I think I remedied it this year. Last year, sadly, *NHL 2002* was the best of the crop, but after getting it home and trying to play with friends, it showed its weaknesses. Don't trust my reviews if you don't want, but I feel entitled to make mistakes once in a while. Anyhow, if you're going to play a hockey game this year, play NHL 2K3. That's one thing I'd put my job on the line for." Todd is crying now. We hope you're happy, oh nameless one.

The (Permanent) Mark of Ultimate Fandom

I am a 19-year-old female who started out her RPG existence playing *Final Fantasy VII* in 1998. Since then, I have completed every game in the series (including the *Chocobo* games) and gone back to my roots to complete older titles such as *Chrono Trigger*, *Secret of Mana*, and most other Squaresoft titles. At the end of most of these titles, I have sat back, evaluated my character's performance, and sometimes even shed a tear. When *Kingdom Hearts* was finally released, I waded through the throng of people, foaming at the mouth, waiting for my newest Square fix. Upon hearing the ending theme and seeing the glory that is nearly an interactive movie, I decided that the only thing that could possibly make my existence even better would be having the Squaresoft logo permanently tattooed onto my left arm. This past Saturday, I dragged along my boyfriend and had it done. This picture is merely hours old. Enjoy.
Mary Durall
mdurall@starfire.shacknet.nu



Wow! Should we be impressed...or frightened?

Vice City Rocks!

So there I was, holding my phone and hearing some GameStop employee utter those magic words: "You can pick up *Grand Theft Auto: Vice City* now, Adam." I replied, "I'll be there soon," even though I wanted to shout, "SWEET MOTHER OF GOD!" But I contained myself. I was a grinning idiot driving there and a grinning idiot driving back.

I popped that sucker in my PS2 and sat back and watched the intro movie with Sonny and Tommy talking. I said, "Tom Sizemore! Holy crap!" After all the fuss with the bad drug deal, Rosenburg set me up with a hotel. I took the moped near his place and rode off. A frickin' moped was worth at least 25 bucks

QUICK HITS

COMPLICATED REQUEST

I challenge you to a game of *SOCOM*, Avril Lavigne. Let me know when and where, and it's on. Can we play in the Rat's Nest?
Jeff Daniel
whatami_76133
@yahoo.com

We were unable to contact Ms. Lavigne for you, Jeff, but we're pretty sure we know her response: "See ya later, boy."

DBZ FEVER!

I just got finished looking at the *Dragon Ball Z* pictures in issue 63. I can't wait to get my hands on it! I'm going crazy! AAAAHHHHH!!!!!
Kris Lane
IcedOutPlayaMan
@aol.com

Just stay sane until December, Kris. And check out Previews this month to help tide you over.

DDR 4 ALL

Do you guys have something against giving any *Dance Dance Revolution* game a score higher than a 4 out of 5?
LordBomb23
@cs.com

Yes. We want to upset you, LB23.

YU-GI-UH-OH!

Why do you guys let *Yu-Gi-Oh!* stay at the top of the PS1 charts? You should "accidentally" omit it.
Galen Anderson
celticsibs
@mindspring.com

Great idea, Galen! If only we could get past that "journalistic integrity" thing.

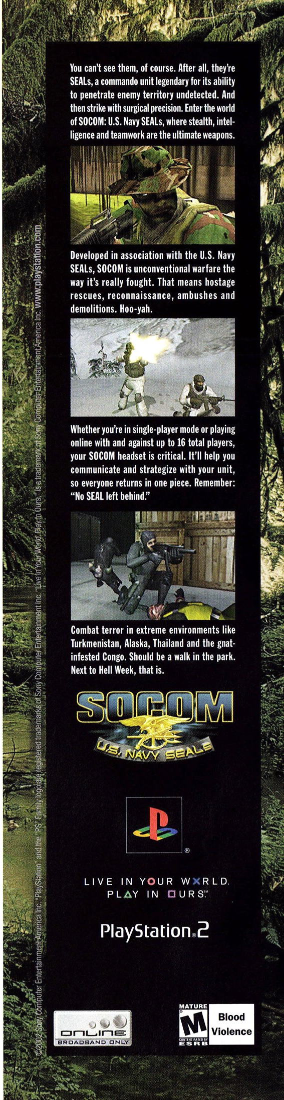
NEONIZER'S MOST WANTED

1. *True Crime* to add to the *GTA* hype.
2. A baseball game that makes you happy when you win the World Series after a grueling 162 games
3. Online games that are easy to hook up, and don't disconnect
4. *Command & Conquer* to come back with greatness
5. An Xbox to feed to my dog
6. Todd Zuniga to publish a book of all his reviews
7. A racing game that doesn't get boring
8. To win a game of *All-Star Baseball*
9. A reason not to buy *SOCOM*, because it looks awesome
10. Driving in *The Sims* for PS2

E-mail your most-wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

Official Contest Rules

OPM LETTER OF THE MONTH Official Contest Rules: 1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address and phone number together with your comments to "OPM Letter of the Month", c/o Official PlayStation Magazine, 101 Second St., San Francisco, CA 94105; or send an email to opm@ziffdavis.com. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a Logitech cordless controller. Grand Prize has an approximate retail value of at least $30. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.


You can't see them, of course. After all, they're SEALs, a commando unit legendary for its ability to penetrate enemy territory undetected. And then strike with surgical precision. Enter the world of SOCOM: U.S. Navy SEALs, where stealth, intelligence and teamwork are the ultimate weapons.

Developed in association with the U.S. Navy SEALs, SOCOM is unconventional warfare the way it's really fought. That means hostage rescues, reconnaissance, ambushes and demolitions. Hoo-yah.

Whether you're in single-player mode or playing online with and against up to 16 total players, your SOCOM headset is critical. It'll help you communicate and strategize with your unit, so everyone returns in one piece. Remember: "No SEAL left behind."

Combat terror in extreme environments like Turkmenistan, Alaska, Thailand and the gnat-infested Congo. Should be a walk in the park. Next to Hell Week, that is.

SOCOM
U.S. NAVY SEALS

LIVE IN YOUR WORLD.
PLAY IN OURS.™

PlayStation 2

ONLINE
BROADBAND ONLY

MATURE
M
CONTENT RATED BY ESRB
Blood
Violence

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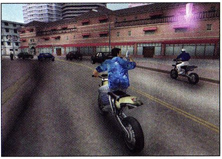


of the game's total value. I saw a street bike near me. I got off at full speed by jumping up, with the moped going underneath me. Wow. I *dropkicked* the guy off his crotch rocket and sped off. Realizing I made a mistake with the moped, the PCJ 600 was worth 40 clams in itself. I pulled back on the joystick. BAM, a wheelie. I went full speed into a car. BAM! I went flying and lost 60 health. Next, I saw a BMW-looking car. I took it and changed the radio station to Emotion 98.3, and heard a song that was worth the rest of the 10 bucks (even the sales tax): "Sister Christian" by Night Ranger. A song I memorized for a girl in high school in the great year of 1987. Man, that brought back memories as I mowed down a drug dealer. Knowing I had the next day off, I played until 3 a.m.

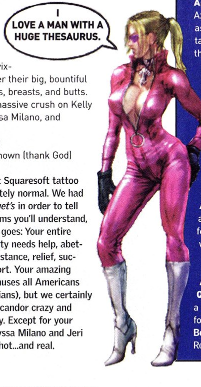
I could go on for days about all the details that make me say stuff out loud, or talk about them to people I don't even know, or even make me feel woozy with a rush of pure fun. So just remember, "You're motoring, what's your price for flight?"....

Adam McDaniel
kir_mcd@msn.com

Tekken It Too Far

I think *Tekken 4* is an excellent game, which has awesome graphics. I consider it a flawless masterpiece, like *Tekken Tag Tournament* and *Virtua Fighter 4*. I vehemently admire, adore, and love Sarah Bryant, Anna Williams, and Nina Williams immensely and intensely, with my entire heart and humanoid entity. I think they are extremely beautiful, gorgeous, nice, sweet, and super-sexy sexpots, and very voluptuous and virtuous vixens. I lust after their big, bountiful busts, bosoms, breasts, and butts. I possess a massive crush on Kelly Packard, Alyssa Milano, and Jeri Ryan.

Paul D. Wright
Location Unknown (thank God)


I LOVE A MAN WITH A HUGE THESAURUS.

Suddenly, that Squaresoft tattoo seems completely normal. We had to consult *Roget's* in order to tell you this in terms you'll understand, Paul, but here goes: Your entire humanoid entity needs help, abetment, aid, assistance, relief, succor, and support. Your amazing alliteration amuses all Americans (and Argentinians), but we certainly consider your candor crazy and creepily creepy. Except for your crushes on Alyssa Milano and Jeri Ryan. They're hot...and real.

ASK US ANYTHING

If you've got questions, we've got answers. Curious about something you've seen in a game? Want our advice on life, love, and the pursuit of happiness? Wondering which OPM editor has the biggest feet? Send an e-mail to OPM@ziff-davis.com with the subject line ASK US ANYTHING, and we'll do our best to answer. (Unless it's a calculus question. We don't believe in calculus.)

YOU SURE ABOUT *EVIL TWIN*?

Q: Last Issue, you said the game *Evil Twin* was canned, yeah? Well, I just ordered it from some dude in England on eBay for 10 bucks. Was it released there before they canceled the game here?

Sean Preston
mynameiscensored@msn.com

A: We asked our U.K. correspondent to check into it, and yes, he found that it was indeed released there. So much for Ubi Soft's "the developer went out of business and the game was never finished" comment last month. Good luck playing your copy, though—you'll need both a PAL-format PS2 and TV (difficult to find here in the United States). You're probably better off not playing it at all, anyway.

WAITING FOR SWEET TOOTH

Q: I got the PS2 Network Adapter, and the first thing I was inclined to do after opening the package was send in the card for a free copy of *Twisted Metal: Black Online*. The only problem is that I have not yet received it. It's been quite some time since the Network Adapter came out, and I am still without the game. Why haven't I gotten it yet?

Kevin Starkweather
bigk18@aol.com

A: In the immortal words of Axl Rose, "all you need is just a little patience." It can take as long as three months to arrive. If it takes any longer, contact Sony at 1-800-345-SONY, and they'll help you out. (For the record: We quoted Axl, but we'd rather look at Britney.)

SUPERFICIALITY IS FINE, RIGHT?

Q: My girlfriend is cool, and she's a gamer. (She regularly kicks my ass at *High Heat* !) But this other girl in my English class is cuter, and she really seems to like me—but I think she'd hate playing games with me. Should I ditch the gamer girl and go for the hottie? (I suck, I know.)

Todd Stewart
Wichita, KS

A: Todd, Girls who play *High Heat* are a rare catch, indeed—an artsy, English-interested cutiepie is not. Then again, a few of us have been to Witchita, and there's little in the way of attractive women. Really, it's a toss-up. Flip a coin. Heads is hottie, tails is your girlfriend. Let fate sort it out.

A TACTICAL QUESTION

Q: I only owned Nintendo consoles until I bought a PS2. I'm a diehard *Ogre Battle* series fan—are there any games like it for PS1 or PS2?

Ben
Rex71284@aol.com

A: You're in luck, Ben—well, kinda. Atlus released two *Ogre* games a few years ago, *Ogre Battle: Limited Edition* and *Tactics Ogre*. A used copy of *Battle* typically sells for about $40 at half.com, with *Tactics* demanding a much more steep $80—or $150 mint in box! You might just want to wait, though. Square recently purchased the *Ogre* games developer, Quest, which means a new title for PS2 might be in the works. Let's hope so.

MYSTERY OF THE SCREENSHOT REVEALED!

Q: How do you get screenshots?

Steve Marley
smarley@austin.rr.com

A: A couple ways, Steve. The easy way—and the way we get all screens for stuff we haven't actually played—is directly from a game company itself. Alternatively, we have screen-capture cards on our computers (you can get one, too, if you want it), in which we plug our PS2s.

DVDs BAD FOR THE PS2?

Q: An employee at Best Buy told me that if you played too many DVDs on your PS2, it would cause the system to no longer be able to read any discs. I was wondering if this is true or if he just doesn't know what he's talking about.

Brian Walton
john_mcclane_1988@yahoo.com

A: He's full of crap. Next question....

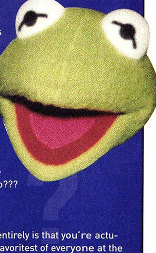
IS MICROSOFT LYING TO ME?

Q: I just saw the commercial for *Metal Gear Solid 2: Substance*, and I was excited about its PS2 release—until it said it was only for Xbox. So, is *Substance* coming out for PS2, or is it an Xbox exclusive?

A.L. Best
martinbest@nc.rr.com

A: Even *more* crap! *Substance* is definitely hitting PS2 early next year. Although, we will grant that "only on Xbox" is a lot catchier for Microsoft than "only on Xbox...until March."

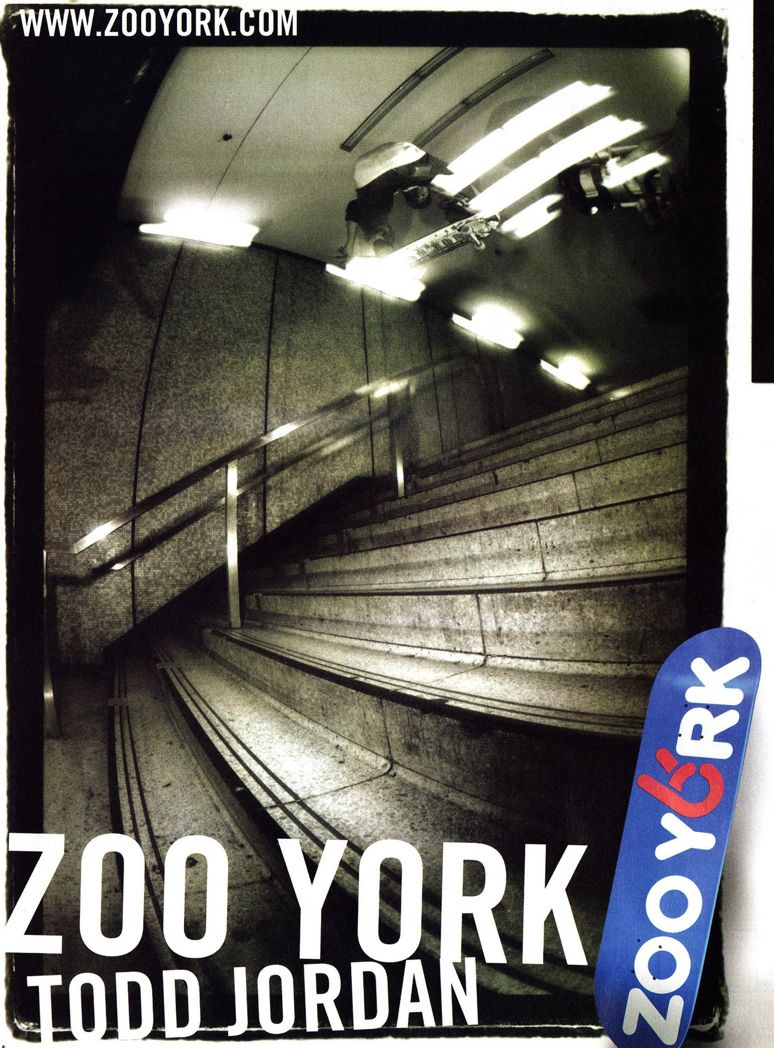
JUST PLAIN SAD



Q: All my friends at work make fun of me. They put on silly voices and say, "Hello, I'm [name withheld to protect the idiot]," and it's really annoying. Lately, they've started e-mailing pictures around as "mood lifters," and these too have poked fun at me. Another person in the office imitates my voice constantly—and I don't think it sounds anything like me. It sounds more like Kermit the Frog! What should I do???

Unloved
San Francisco, CA

A: Unloved, what you're missing entirely is that you're actually the favorite. You're the, like, favoritest of everyone at the office. Kermit the Frog is completely lovable! And dammit, so are you. What you need to do is take the mood lifters and *Photoshop* in your own special touch, like the fun-makers under a pile of rubble, their bodies crushed by rock. Or the fun-makers being terrorized by human-sized bunny rabbits. Then they'll really love you. Also, refer to the girl you like at work as Miss Piggy. You'll be a couple in no time!



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ZOO YORK
TODD JORDAN

Todd Jordan

Photo: REDA 2002

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1P=00
Hit Rate

1P=00
Hit Rate

1P=01
Hit Rate

1P=03
Hit Rate

TEEN T CONTENT RATED BY ESRB

Animated Blood
Violence

GAME BOY ADVANCE

PlayStation®2

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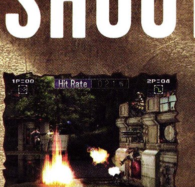
THE ULTIMATE RUN AND GUN SHOOTER RETURNS

1P=00
Hit Rate 031%
2P=00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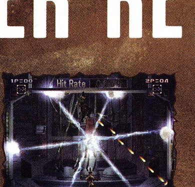
Hit Rate 021%
2P=04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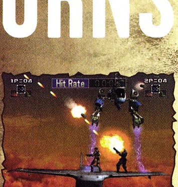
Hit Rate
2P=04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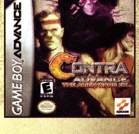
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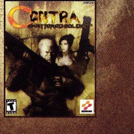
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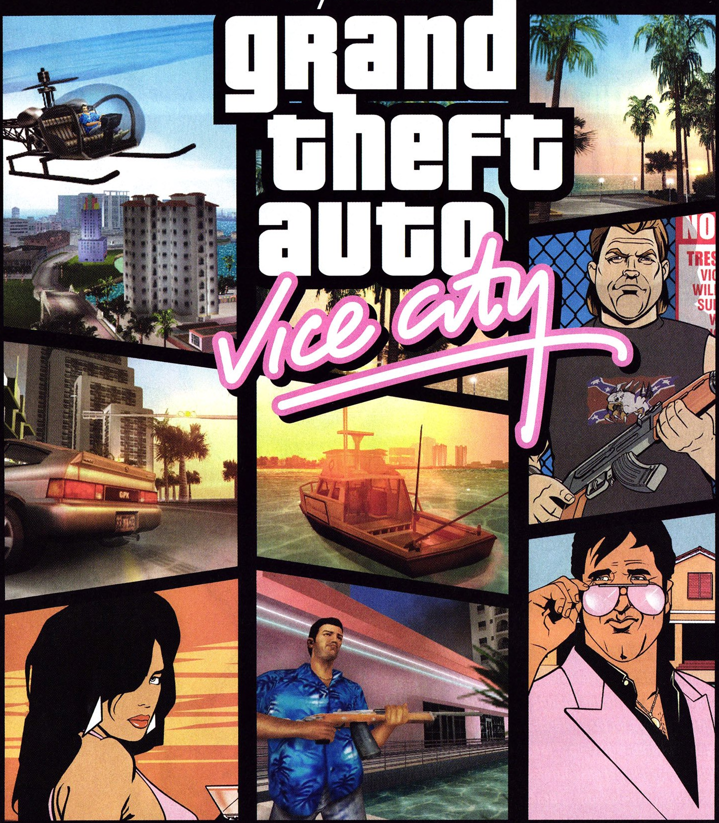
CONTENT RATED BY
ESRB

Violence
Strong Language
Blood and Gore
Strong Sexual Context

PlayStation®2



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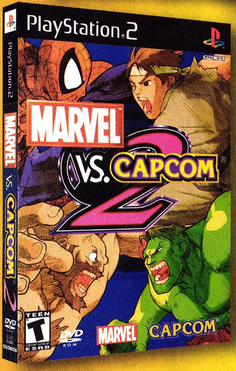

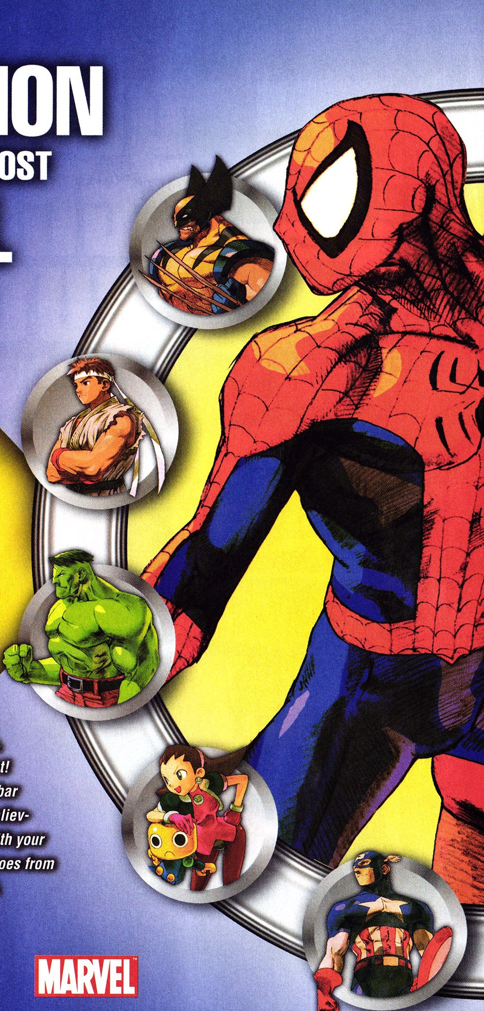

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TEEN
T
CONTENT RATED BY
ESRB

Animated Violence
Animated Blood
Suggestive Themes

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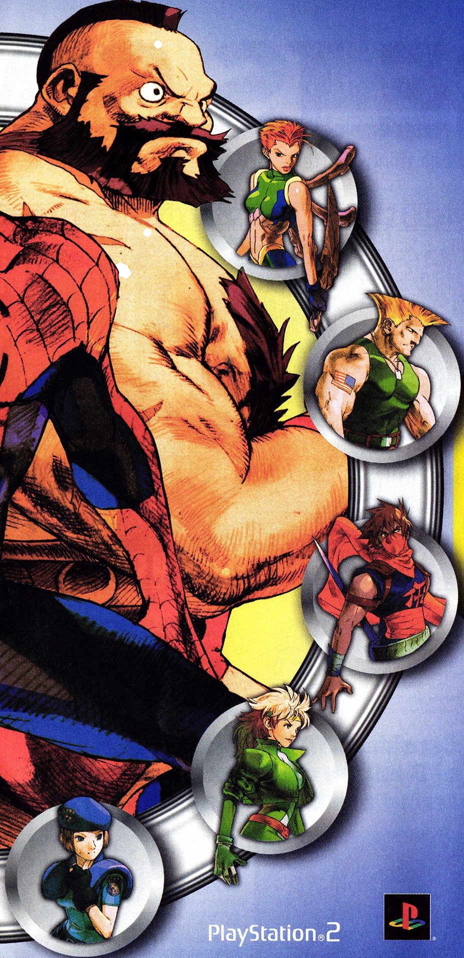

NEW HERO
WINS
SABRE-TOOTH
1P
HIT

WINS 1
WINS 2
SPIDER-MAN
STORM
STRIDER HIRYU

WINS 2
WINS 2
CABLE
20HIT

NEW HERO
WINS 2
TRON
5HIT

PlayStation®2

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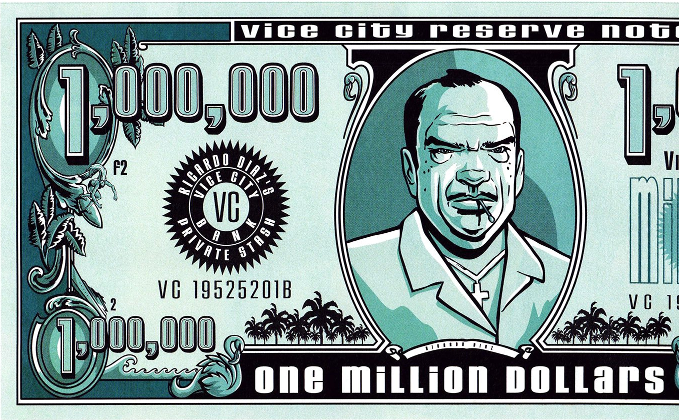
VICE IS SO

Rockstar proves it can make things better every time. But what's next?



If sales are any indication, we can all expect a fifth game in the *GTA* series. Why wouldn't Rockstar be thinking of another sequel? *Grand Theft Auto: Vice City* is not only selling well, it's actually on pace to become the biggest and fastest-selling videogame ever.

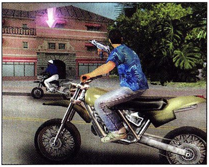
Get this: According to published reports, Electronics Boutique and EBgames.com CEO Jeff Griffiths said *Vice City* has sold "closer to a million than half a million." Consider that phenomenal number for a moment. Now, consider *GTA3*'s worldwide sales of 8 million copies, or the entire series' combined sales of 13 million copies worldwide. The biggest-selling game series of all time is *Final Fantasy*, which has racked up massive combined sales of 42 million copies. There are 10 of them, though. *GTA* is catching up fast, and we're only on number four.

After *GTA3* was released, the earlier PS1 games, which were never particularly well received here in the United States, continued to sell consistently every month—so much so that they were present on the PS1 sales chart for most of the year.

Last year we thought the "*GTA* Effect" would mean more urban games offering a greater degree of freedom or, more likely, a proliferation of M-rated games filled with swearing and gritty themes. But instead of a long road of PS2 copycats, the *GTA* Effect has meant something very different.

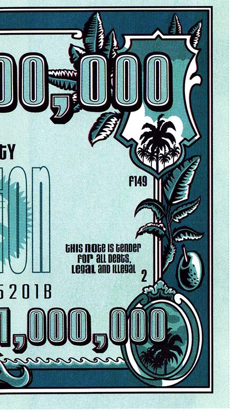
Consider GTA3's worldwide sales of 8 million copies, or the entire series' combined sales of 13 million.

10:45
boat health:
Starfish Island



"We've all benefited from *Vice City*," Eidos Interactive President Rob Dyer told us. "The fact that people were in stores looking out for the game meant that they were more willing to check out other games, too. We found that *Hitman 2* [also an M-rated game] benefited enormously." So beneficial was the effect that in some games stores, sales associates were given incentives to sell other games in the absence of *GTA Vice City*. The Halloween weekend was a good weekend for gaming.

NICE!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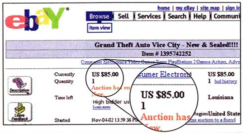
Demand for the game, it seems, is relentless. Indications were that PS2 owners were going to great lengths to track it down—so much so that EBGames.com is limiting sales to "one per person" and only allowing more if you stump up $61 for game and strategy guide packages. Even then, buyers were limited to three copies. As *OPM* goes to press, no sales figures were available for sales of the official sound track discs.

The debut review of *Vice City* appeared in *FHM*; the game was also featured in *Rolling Stone* and on the front page of the *New York Times Style* section, and even scored a cover line on *Entertainment Weekly*. The revolution will be televised, and it's sun-streaked and grimy.



Grand Theft Auto Vice City - New & Sealed!!!!

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High bidder us

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1

Auction has

As with any item that's in demand, people flocked to eBay in hopes of scoring a copy of *Vice City*. Those who were desperate enough were even willing to pay greatly inflated prices to get their hands on the game.

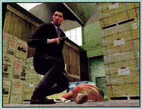
COPYCATS?

It seems like any game with a man, a gun, and a car is judged as a *GTA* clone—but maybe we're too quick to judge. Here are a few games that fall into the man/gun/car category, and our take on whether they're really copycatting the *GTA* series.

The Getaway

Grand Theft Auto is to *Goodfellas* as *The Getaway* is to *Lock, Stock, and Two Smoking Barrels*. An interactive Guy Ritchie film, this "flick" is a story-driven adventure game that doesn't rely on the freedom granted in the *GTA* series. Plus, *The Getaway* is set in London. Not a London clone, but London. No gritty corner is ignored.

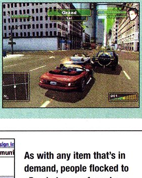
CHANCE OF BEING MISTAKEN: 0/5

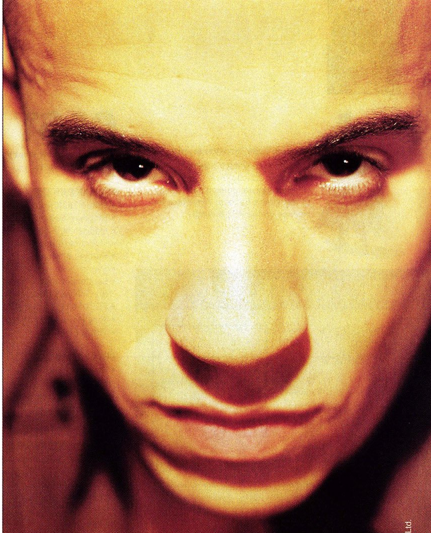


True Crime

While *True Crime* is more of a *GTA* clone than *The Getaway*, it begs the question: Who wants to play a game set in L.A.? The City of Angels is also the city of no character, but to each their own. The branching system is different than *GTA*'s, since you can continue on if you fail at a mission. Plus, you're a cop. Which isn't very Vercetti-like.

CHANCE OF BEING MISTAKEN: 2/5





DIESEL GETS VINDICATED

The XXX star takes gaming into his own hands

photo by Tim Bauer/Retna Ltd.

Had a go at *xXx* on Game Boy Advance lately? Us neither. That's because, according to affiliated licensor and Tinseltown tough guy Vin Diesel, "it was a piece of [censored]." Never one to lay down in the face of adversity, the avowed chronic gamer has taken matters into his own hands, announcing that—at least for the immediate future—projects he'd be involved in would come from a new development company he's formed called Tigon Games.

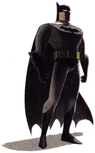
Named for the hybrid offspring of a male tiger and female lion, the company, Diesel assures us, will adopt a similarly ferocious approach to making games. "So my last title sucked—I didn't know any better. I'm learning. Anything you see produced under this label will be off the hook."

As for his definition of a hot property, the man cites personal favorites *Grand Theft Auto III* and *Dynasty Warriors 3* as inspiration. "The line between movies and games is becoming less apparent. Titles like these use real screenwriters and exemplify a step forward for the business. I couldn't think of a better time to get involved."

With both writing and directing credits to his name beyond starring turns in *Saving Private Ryan* and *The Fast and The Furious*, Diesel's contributions could only be a welcome addition to the gaming biz. That goes doubly so coming from a self-espoused dork like Diesel, who admits he holds great admiration for both *The Lord of the Rings* and *Dungeons & Dragons*. Curiously, though, for a fantasy addict, his initial foray will be somewhat more realistic and significantly darker.

"My first game is called *Perrone*," says Diesel. "It's about the story of a cop from the '70s who was simultaneously the most accoladed and excessively aggressive lawman on the force. The guy was involved with both the Mafia and police at the same time...it's a fascinating tale."

While no partnerships or distribution deals with major industry players have yet been declared, an official statement can't be far off. Diesel promises further news in 2003, presuming he can pry himself away from routine 20 hour per week marathon gaming sessions. "I've been messing with videogames forever," the gregarious geek confesses. "This project is more of a hobby than a business venture to me. I just want to see if I can actually create something I'd enjoying playing." *– Scott Steinberg*



Batman: Even More Vengeance

In addition to Kemco's *Batman: Dark Tomorrow*, which now hits in February, Ubi Soft has announced a follow-up to last year's *Batman: Vengeance* for release on the PS2 this fall.

ZOE'S WORLD

FASHIONABLY VINTAGE VIDEOGAMES

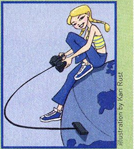


illustration by Kari Rust

I was looking through some old photographs today and realized that the oh-so-hip sheepskin coat I purchased on a recent shopping whim (couldn't resist the extra-wide fluffy cuffs!) is the very same coat my dad wore when he was sporting a serious child-molester look in 1971. The ensuing shock had me falling into a sheepskin-ensconced reverie of fashion flashbacks.

So, what do my parents' fashion faux pas have to do with PS2? For most, videogames are synonymous with the realm of fantasy, future, and sci-fi. Of course, it wasn't long ago that an overly active imagination was mandatory for visualizing any detail in a game's characters, locales, or landscapes (I still swear I could see real people running around in *Defender*). Well, it seems to me that some recent entries into the games market are suddenly flagrant with retro realizations and vintage vigor. Of course, it's not just games—everything from Prada to Spielberg seems guilty of acid tripping into Christmases long past, searching for the style that will conjure up youth and nostalgia in consumers.

With Incog's *War of the Monsters* reminiscing over alien archetypes of the 1950s, and *GTA: Vice City* reviving Don Johnson's glory days, games are doing a great job of blasting into pop culture's past (are the '80s really the past?). Not a big surprise, I suppose, considering the technologies at hand and, more importantly, the masterminds behind the machine code. I may be dating myself with this statement, but I'm sure that growing up with videogames meant an adolescence of comic books, *Star Wars*, and Flock of Seagulls (maybe even on vinyl). So, it's obvious that nostalgia is bound to come into play for gamers who grew into game designers. And while filmmakers and the fashionistas are no strangers to repurposing ideas and content from their own ancestries, realizing the past within videogames is a new trend that's bound to continue well into the future.

It seems that game designers finally have access to the tools necessary to allow true artistic license. I'm not saying creativity hasn't always been present in videogames—in fact, it may be that the first videogames were more artistically innovative than much of today's cookie-cutter gameplay. But today's tools offer real-world possibilities that continue to allow our imaginations to run wild—only now, it's within a truly lifelike world. And I imagine that in one of those worlds, it's really cool to wear '70s-inspired sheepskin coats again.

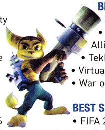
Zoe Flower writes, makes Web sites, illustrates, and does funky things in front of a TV camera. www.zoeflower.com

CAST YOUR VOTES

We want to know what *you* think are the very best games of 2002, so be sure to head on over to www.playstationmagazine.com and make your voices heard!

PS2 GAME OF THE YEAR

- Grand Theft Auto: Vice City
- Kingdom Hearts
- Madden NFL 2003
- Medal of Honor: Frontline
- Ratchet & Clank ▸
- Rygar
- Sly Cooper and the Thievius Raccoonus
- SOCOM: U.S. Navy SEALS
- Tony Hawk's Pro Skater 4
- Virtua Fighter 4



BEST RACING GAME

- Burnout 2
- F1 2002
- Need For Speed Hot Pursuit 2
- V-Rally 3
- WRC

BEST ADVENTURE GAME

- Deus Ex: The Conspiracy
- Fatal Frame
- Grand Theft Auto: Vice City ▸
- Onimusha 2
- Rygar

BEST ACTION GAME

- Contra: Shattered Soldier
- Hitman 2
- Lord of the Rings: The Two Towers
- Shinobi
- TimeSplitters 2

BEST PLATFORM GAME

- Haven
- Pac-Man World 2
- Ratchet & Clank
- Sly Cooper and the Thievius Raccoonus ▸
- Ty the Tasmanian Tiger

BEST FIGHTING GAME

- Marvel vs. Capcom 2
- Mortal Kombat: Deadly Alliance
- Tekken 4
- Virtua Fighter 4
- War of the Monsters

BEST SPORTS GAME

- FIFA 2003
- Madden NFL 2003 ▸
- NBA 2K3
- NCAA College Football 2003
- NHL 2K3

BEST MULTIPLAYER GAME

- James Bond 007: Nightfire
- Socom: U.S. Navy SEALs
- Super Bust-A-Move 2
- TimeSplitters 2
- Twisted Metal: Black Online

BEST RPG

- Dynasty Tactics
- Grandia Xtreme
- Kingdom Hearts ▸
- Suikoden III
- Wild Arms 3

BEST EXTREME-SPORTS GAME

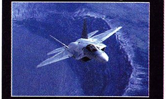
- Aggressive Inline
- ATV Offroad Fury 2
- BMX XXX
- Mat Hoffman's Pro BMX 2
- Tony Hawk's Pro Skater 4

PS1 GAME OF THE YEAR

- Arc the Lad Collection
- Capcom vs. SNK Pro
- Gundam Battle Assault 2
- The Italian Job
- Tony Hawk's Pro Skater 4

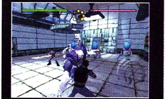
DATA STREAM

Ace Combating



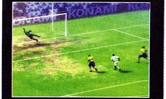
Namco has announced that it is working on *Ace Combat 5* for a PS2 release this year.

Wild Orchid



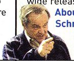
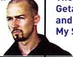
Namco has also picked up the rights to publish two Argonaut PS2 games this fall: *Orchid* (pictured above) and *I-Ninja*.

Winning Combo



It's bigger than *FIFA* in Europe and Japan, and now it's finally coming here: Konami has revealed that *Winning Eleven 6* for the PS2 will finally hit the United States this March.

JANUARY CALENDAR

1 WEDNESDAY • Happy New Year! Our resolution: to make this calendar bigger next month so we can fit more stuff in it.	**3** FRIDAY • **Jack Nicholson** continues his Oscar charge with the nation-wide release of **About Schmidt**. 	**7** TUESDAY • **Indiana Jones and the Emperor's Tomb** whips its way onto PS2. **Nicolas Cage** staggers into his 38th birthday.	**10** FRIDAY • **Ed Norton** and **Philip Seymour Hoffman** shine in Spike Lee's **The 25th Hour**. 	**14** TUESDAY • **LL Cool J** has plenty of gaming options for his 35th birthday: **The Sims, The Getaway, Black and Bruised** and **My Street**.	**16** THURSDAY • Thin is still in: **Kate Moss** is 29.
17 FRIDAY • **Martin Lawrence** and **Steve Zahn** team up to protect the United States in **National Security**. **Kid Rock** turns 32.	**21** TUESDAY • Quit your job! Dump your girl! **Battle Engine Aquila** is out! Hurry, before it sells out!	**23** THURSDAY • Are we weak because we send **Tiffani-Amber Thiessen** (29) birthday roses? 	**24** FRIDAY • **Christina Applegate** out **Gwyneth Paltrow** split screen time in **A View from the Top**.	**28** TUESDAY • Bored for a board game? Try the newly released **Risk**. Or, check out these sequels: **Midnight Club II** and **Devil May Cry 2**.	**31** FRIDAY • **Justin Timberlake** (22) and **Minnie Driver** (32) drink to the release of **The Recruit** starring **Al Pacino** and **Colin Farrell**.

Thiessen and Moss pictures from wireimage.com

Happy new year! We all resolve to play even more games in 2003. And we also resolve to find better things to do than reading fine print saying that all release dates were accurate as of press time.

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BUSTA MOVE

Rapper Busta Rhymes gets his game on

Whether he's rapping, acting, or starring in a videogame, Busta Rhymes' crazy energy has crazy energy. The *NBA Live 2003* soundtrack artist and hidden baller is nothing—and everything—we expected him to be. He mixes metaphors. Waxes PS2 poetic. Says "crème de la crème"—and means it without irony. But it's when he talks about *NBA Live* that his tone changes. He's pure focus and verbal precision, serious about his game and anxious for fans to be, too.

How'd you react when you were asked to be in *NBA Live 2003*?
My management knows my personal love and desire for videogames. I'm always walking around with a PlayStation 2. In my car, on my back...I really don't leave home without it. All my homes have a PS2, and I travel with a transportable PS2. So when I found out that I'd have the opportunity to be a character in *NBA Live*, I dove down, nose first without a parachute, and just went with it.

Do you get pissed-off when you can't score? After all, it's *really you* making the bad moves.
I'm not a sore loser, though. When I lose, I become that much more determined to bust my ass in the next game. I love playing with my own character, because it ain't until you spend time with the game and master the features that you get really good.

What kinds of skills did EA Sports give PS2 Busta Rhymes?
My character's got every feature, and my skills are a 96 radius. That's as high as you can get. I'm among the top five ballers in the game—just like Shaq, Kobe, and Iverson. I told [EA Sports], "I've got to be the crème de la crème." They hooked me up.

Rapper Fabolous appears in this game. We've seen Fab, and his muscles are much bigger in *Live* than in real life. Are *your* pixels true to form?
Definitely. All the way down to my tattoos. They got my hairstyle, my height, my weight, and my facial expressions right. Instead of using motion capture to duplicate my moves, I told the designers about the kinds of athletes whose skills I respect. If people like the skills and abilities of a character, then they can see themselves playing as him.

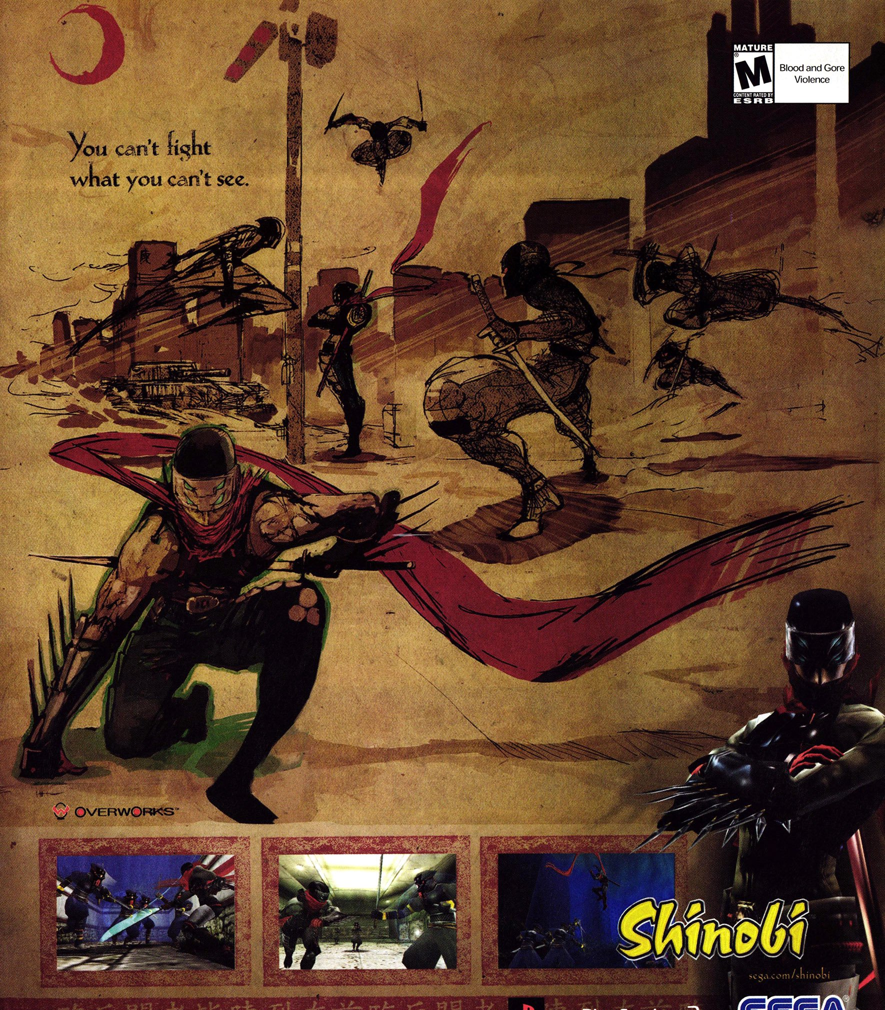
Tell us about the song you did for the soundtrack.
I've got a song with Raw Digga and Rampage from Flipmode Squad called "Here We Go." We thought it was the right adrenaline booster for any basketball game, so we edited a special version for the soundtrack. Only *NBA Live* is going to have this version.

Def Jam and EA Big are teaming up to release *Def Jam: Vendetta*, which includes DMX, Ludacris, Method Man, and Nore as characters. Any plans to rival it with artists from your Flipmode Records label?
It's not in the immediate plan. I have a new CD out in November called *It Ain't Safe No More*. That's my focus. If I were to do a videogame, it would have to be better than anything that's already going on. If I can't make a game like that, I won't try.

What are you into right now?
I'm really into *Robotron 2084*, *Defender*, *Sinistar*, and *Joust*. They're the classics, the games I grew up on. But I can't front. I also love *NBA Street*, *GTA3*, and *Max Payne*.

—Kristina Grish

Tom Corbett/CORBIS OUTLINE


MATURE
M
CONTENT RATED BY ESRB
Blood and Gore
Violence
You can't fight
what you can't see.
OVERWORKS™
Shinobi
sega.com/shinobi
臨兵闘者皆陣烈在前臨兵闘者
PlayStation®2
SEGA®

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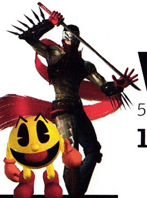


Pac and Hotsuma Go Hollywood
Guess who the latest videogame heroes are to land movie deals? *Shinobi*'s Hotsuma and Namco's Pac-Man. Live action films for both franchises are currently in the works. A live-action Pac? Huh?!

HOLLYWOOD BEAT

STAR WARS: FEEDING THE FORCE

It's doubtful George Lucas ever envisioned that *Star Wars*, the sci-fi opus he created in the 1970s, would morph into the über-franchise it is today. Though the recent movies haven't captured the original's zing, *Star Wars* remains deeply embedded in our pop culture consciousness, with a constant flow of new material to feed the faithful.

That said, there's much to chew on this holiday season, with the DVD release of *SW Episode II: Attack of the Clones*, plus three new game titles: *SW The Clone Wars*, *SW Bounty Hunter* and *SW Jedi Knight II: Jedi Outcast*. There's also the *SW Galactic Battlegrounds Saga* for real-time strategy aficionados. Though the length of these titles is getting as cumbersome as a wobbling Imperial Walker, the movie and gaming units of George's media empire appear to coexist nicely.

Star Wars games have enjoyed a relatively good track record, seeing that most Hollywood-based content-turned-interactive has only just made the leap from peasant to prince. It doesn't hurt that LucasArts has first dibs on the family jewels, plus access to all of George's multimedia wizardry. Though it might be good to be king, it's equally good to be close to the throne.

Calling the movie and gaming businesses "inexorably linked," LucasArts president Simon Jeffery says that the various companies George founded as part of "his vision of a long-term digital revolution of cinema," work hand in hand with LucasArts. For example, Industrial Light and Magic did CG work for *Bounty Hunter* and Skywalker Sound provided audio expertise.

Though nothing will save a bad game (which we gamers can sense with Jedi acumen), early cooperation between movie studios and videogame companies has become much more the norm. When this is done right, as in *Spider-Man*, everybody wins. Also, licensing movie content to videogame publishers has become serious money for Hollywood studios, and access to big-screen content and talent will up the ante for a high-profile game.

Seeing that movies no longer just open and close, but have endless "premieres" (video, DVD, cable, soundtracks, celebrity-bowling debut), releasing a game around one of the biggies (first-run film or, in the case of the recent *Star Wars* games, the *Episode II* DVD) is the target du jour. Videogame publishers can easily piggyback on the tremendous mainstream media hype surrounding a "premiere," ride the wave, and cross-promote content at the same time.

At this point, *Star Wars* is an unstoppable force, but like many venerable creative franchises, it does need to stay fresh to retain its vitality. Though there is only one more official movie coming from George (so they say), the universe will undoubtedly live on. What better way to keep things lively in a galaxy far, far away than through interactive entertainment?

Karen Jones is a freelance writer with expertise in Hollywood/interactive convergence

WHERE'S FRODO?

5 Questions with The Two Towers development team

1 Why a hack-'n'-slasher instead of, say, a full adventure or RPG?
For the first release in the product line, we wanted to focus on the most memorable and intense action moments of the first two films. Upcoming EA games based on *The Lord of the Rings* movies will have a different focus, including deeper RPG elements.

2 Why not include Gandalf as a playable character?
We decided to pick the primary action heroes of the first films—Aragorn, Legolas, and Gimli—and deliver with a strong focus on them. This fits well with Gandalf's role in the story arc; he's more prominent in the second half of the trilogy. Look for him to play a more important role in future EA games.

3 Will playing the game before seeing the film spoil anything?
No, we have great synchronicity with the film. Since our game visually matches it so closely and we're releasing before *The Two Towers* film, people can think of it as a really fun game that also teases you into wanting to see more of the world in the film. The reverse is true as well—after seeing the film, people will want to explore all those cool places and characters.

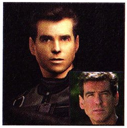
4 Why was the Frodo/Sam/Gollum element left out entirely?
The Frodo/Sam/Gollum thread just didn't fit well with our focus. As an action game, we thought people would rather fight with the sword/ax/bow as Aragorn/Gimli/Legolas, instead of swinging pots and pans around as Frodo and Sam. Not to worry—Frodo's trek with Sam and Gollum will be a focus of *The Return of the King* game.

5 OK, fine, but Merry and Pippin are also absent. Where's the love?
They were high on pipeweed and unavailable for production.

DREAM CAST

With *Die Another Day* still raking in the bucks at a theater near you and a kick-ass unrelated *Bond* game from EA now at your local game store, we've got a suggestion for MGM: Just turn *NightFire* into your next 007 flick! Since the story's already in place, we humbly suggest the following cast for your next spy-thriller action extravaganza.

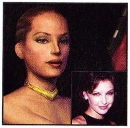
Got any ideas for a Dream Cast of your own for another game? Send them to us at opm@ziffdavis.com with the subject DREAM CAST.



James Bond: Pierce Brosnan
Duh! EA only paid, like, *kajillions* for the rights to use Pierce's likeness in the game. Who else for 007?

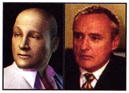
Dominique Paradis: Brooke Burke
Sure, Brooke's no actress, but can you think of a more perfect Bond girl? We're pretty wild on her.

Makiko Hayashi: Shannyn Sossamon
The sassy Ms. Sossamon showed ass-kicking potential in *A Knight's Tale*. Now, she gets to fully realize it.

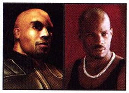


Zoe Nightshade: Ashley Judd
If Angelina Jolie can convincingly portray a British videogame character, so can the lovely Ashley Judd.

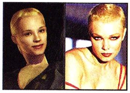
Raphael Drake: Carlos Bernard
In our *Bond* flick, *24*'s Tony Almeda really *is* a bad guy!



Alexander Mayhew: Dennis Hopper
"Pop quiz, hotshot! Who should play Mayhew? Me!"



Armitage Rook: DMX
Young, buff...and bald, DMX makes the ideal bodyguard.



Alura McCall: Nell McAndrew
This second Lara Croft model is flat-out...alluring.

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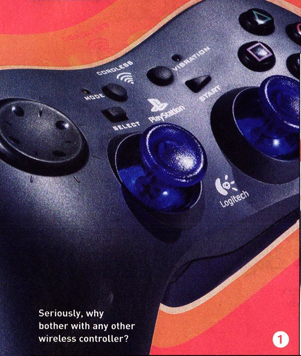
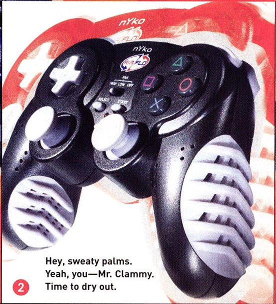
PlayStation®2


CORDLESS
VIBRATION
MODE
START
SELECT
PlayStation
Logitech

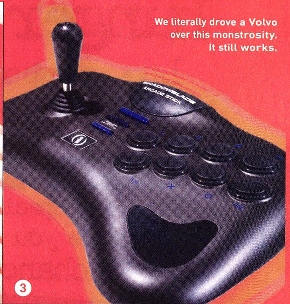
Seriously, why bother with any other wireless controller?

1


nYko
AIR FLO

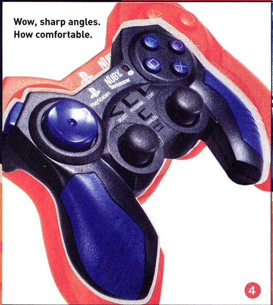
2

Hey, sweaty palms. Yeah, you—Mr. Clammy. Time to dry out.


SHADOWBLADE
ARCADE STICK

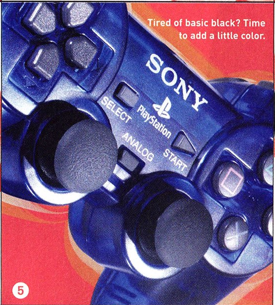
We literally drove a Volvo over this monstrosity. It still works.

3


NUBY
PlayStation

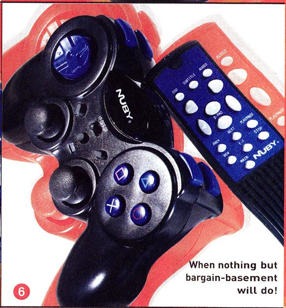
Wow, sharp angles. How comfortable.

4


SONY
SELECT
PlayStation
ANALOG
START

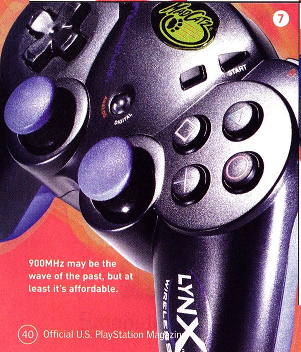
5

Tired of basic black? Time to add a little color.



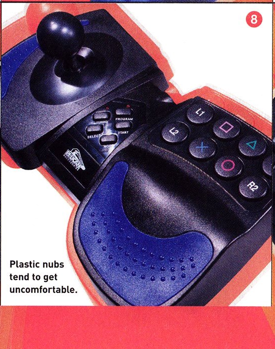
6

When nothing but bargain-basement will do!


MAD CATZ
START
ANALOG
DIGITAL
LYNX
WIRELESS

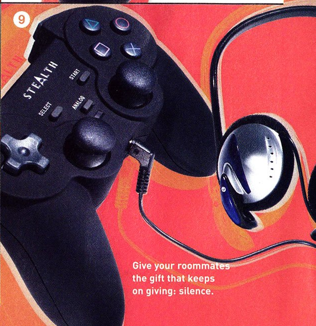
7

900MHz may be the wave of the past, but at least it's affordable.


TURBO
PROGRAM
SELECT
START
L1
L2
R2

8

Plastic nubs tend to get uncomfortable.


STEALTH
START
SELECT
ANALOG

9

Give your roommates the gift that keeps on giving: silence.

PERIPHERAL SUPERTEST

Find out which extras are worth your extra cash

SONY
LINE
NETWORK
PlayStation 2

PS2 NETWORK ADAPTER

SONY • $39.99 • WWW.PLAYSTATION.COM

When a peripheral completely redefines the system it's peripheral to, it's hard to think of it as "peripheral" at all. That's the case with the Network Adapter. We haven't yet seen all it can do, but *SOCOM* has given us a pretty good preview of how revolutionary this little black box can be. It'll only get better from here, so get yourself connected already! ●●●●

① CORDLESS CONTROLLER

LOGITECH • $59.99 • WWW.LOGITECH.COM

This is the undisputed king of wireless pads. It works like a dream and suffers absolutely no button lag. You can even play *Hot Shots* with it (the ultimate test). Six AA batteries last for what seems like forever, and the big, chunky pad is comfortable to hold. The only issues are that it's expensive and the analog sticks are a bit floppy compared to those on the Dual Shock 2. ●●●●●

② AIRFLO

NYKO • 29.99 • WWW.PELICANACC.COM

If you're the type of gamer who suffers from sweaty palms while playing, here's a perfect solution. Sporting an internal fan and lots of small air holes, the AirFlo keeps your hands cool at all times. Unfortunately, any comfort gained by keeping your hands cool quickly fades in the face of the controller's ugly design: It's far too big and bulky, and the shoulder buttons are poorly placed. ●●◖

③ SHADOWBLADE ARCADE STICK

INTERACT • $24.99 • WWW.INTERACT-ACC.COM

This is the toughest accessory ever made, as far as we can tell. It's so strong that we backed a car over it and it still works fine. If you're a fighting game fan in need of a good arcade stick, do yourself a favor and buy one of these. For such a finely crafted lump of metal (yes, metal—it's rather heavy) and plastic, the price is an absolute bargain. ●●●●●

④ DECIMATOR

NUBY • $19.99 • WWW.NUBYINTERACTIVE.COM

The electric-blue highlights on this pad make it seem more exciting than it actually is. With flimsy analog sticks and supremely uncomfortable shoulder buttons , this pad's only real plus is the hair-trigger d-pad, which makes fighting moves a snap. Speaking of "snap," don't try to spike this one—it came apart on its first contact with the office floor. ●●◖

⑤ DUAL SHOCK 2

SONY • $24.99 • WWW.PLAYSTATION.COM

We've said it before, and we'll probably say it again: The Dual Shock 2 is the best controller ever made. It's compact, sturdy, and comfortable, and it just feels *right*. And now it's even better, because it comes in pretty colors (blue, green, and slate gray). Yes, we know, you already have one of these—but if you haven't yet bought a second one, now's the time. ●●●●●

⑥ WIRELESS CONTROLLERS

NUBY • $49.99 • WWW.NUBYINTERACTIVE.COM

The problem with infrared accessories is that you have to sit pretty much within the line of sight of the receiver. Lying on the couch with the pad resting on your gut isn't an option with these babies—and if you can't do that, what's the point? For a penny shy of $50 you get two pads and a DVD remote, but they're nasty-feeling plastic and don't hold up to lengthy play sessions. ●●

⑦ LYNX WIRELESS

MADCATZ • $39.99 • WWW.MADCATZ.COM

It's cheaper than Logitech's pad, and you can tell. Button response isn't fabulous and the pad has the cheap feel characteristic of so many third-party accessories. It works, but it failed the *Hot Shots* test miserably (you can't hit shots straight because of button lag). Plus, our test unit got mighty hot after we'd played with it for a while, and it isn't the sturdiest thing we've ever held. ●●●

⑧ ARCADE FIGHTER

PELICAN • $29.99 • WWW.PELICANACC.COM

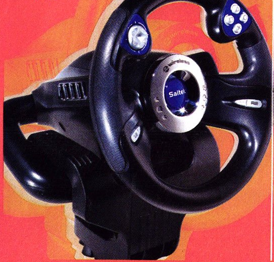
It costs $5 more than Interact's ShadowBlade, but likely ought to cost half as much. This nice-enough stick feels plasticky, cheap, and nasty compared to the mighty black behemoth. It plays well with *Mortal Kombat* and *Virtua Fighter 4*, but the cheap plastic buttons kept getting caught on the edge of the cheap plastic casing. ●●◖

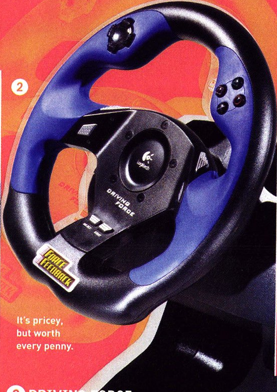
⑨ STEALTH CONTROLLER

PELICAN GAMES • $19.99 • WWW.PELICANACC.COM

This controller has three awesome things going for it: a 12 foot cord, silk texturing to make it feel smooth in your hands, and, most importantly, a headphone jack. For those of you who want to game without disturbing others, this could be ideal. The downsides? The placement of the R2 and L2 buttons is uncomfortable, and there's a slight hum on the headphones when the game volume is low. ●●●◖

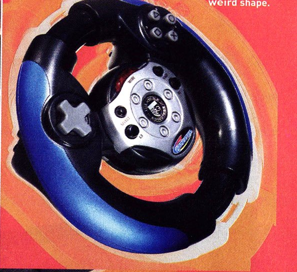
Finally, a wireless wheel! Too bad it's got that nasty lag.





It's pricey, but worth every penny.

It's really just a normal pad with a weird shape.



① RX600 WIRELESS WHEEL

SAITEK • $59.99 • WWW.SAITEK.COM

A wireless wheel! What a neat idea. Shame it doesn't work as well as it could. Testing it with *GT3* revealed some quirks in the lag department—namely, you end up overcompensating because the wheel and the game are interacting with a fraction of a second gap. The "laptop grip" is also worth noting: It's like resting a large, plastic clamp on your testicles. ●●◖

② DRIVING FORCE

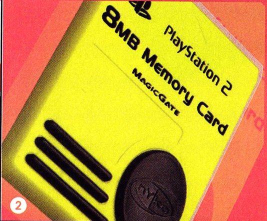
LOGITECH • $99.99 • WWW.LOGITECH.COM

If you're going to buy a wheel, buy this one. It's sturdy and responsive, and its only downside is lightweight pedals. The unit comes with a lap rest (which can be bought separately for a $19.99 if you own one of the old wheels), so you don't have to bolt the thing down anymore. Our unit had a weird calibration issue, but we're assured this is unusual. ●●●●●

③ PRO RACER 2

GAMESTER • $24.99 • WWW.GAMESTERUSA.COM

The Pro Racer 2 isn't so much a wheel as a circular controller made to *look* like a wheel. You move the left half of the "wheel" up and down, but since you're not actually turning a wheel, it's not exactly realistic. Still, it should be noted that this new Pro Racer controller can also be used as a second pad if you need one—albeit an awkward and oddly shaped one. ●●



③
PlayStation 2
8MB
MEMORY CARD
MAGICGATE

④
8MB
MEMORY EXPANDER™
MADCATZ
INSERT PlayStation2
8MB MEMORY CARD
into MEMORY EXPANDER

① 16MB MEMORY BOOSTER

PELICAN • $19.98 • WWW.PELICANACC.COM

Don't be misled; this does not make your memory card bigger. It's merely a 16 MB memory card that's cheaper than a Sony 8MB memory card, but requires a "real" memory card to work in the first place. All that space leaves you plenty of room for archiving saves, but it feels cheap, and can't sustain being run over by a car tire. ●●●

② 8MB MEMORY CARD

NYKO • $19.99 • WWW.NYKO.COM

Nyko's canary-colored memory card is five bucks cheaper than Sony's version—and it works just as well. You can throw it against a wall. You can drop it in the toilet. You can berate it for not getting you a birthday gift. You can do anything short of dropping it in the garbage disposal. And you can gloat to your friends about how you saved five bucks. ●●●●●

⑨ 8MB MEMORY CARD

SONY • $24.99 • WWW.PLAYSTATION.COM

Have we ever had a problem with a Sony PS2 Memory Card? Nope. If you're going to trust the off-brand peripherals, go ahead, but if you really value your game saves, this is the only brand to trust. They invented the thing, after all. And they made it durable enough to be smacked into the wall by a baseball bat. Peace of mind is worth five bucks. ●●●●●

⑨ 8MB MEMORY EXPANDER

MADCATZ • $19.99 • WWW.MADCATZ.COM

It makes sense in theory: You put your memory card into this expander, giving you access to 16 MB total memory. But this product isn't an "Expander" at all. Like Interact's "Booster," it's a memory card your PS2 won't recognize without a "real" memory card inserted at startup. At least the thing won't crack if you bite down on it really, really hard. ●●◖

AVENGE HER PAST.
DISCOVER HER FUTURE.

Dark Angel is the story of Max, a genetically enhanced soldier, who cunningly fights to reclaim her manipulated past and avoid capture through the underground landscape of post-apocalyptic Seattle.

- Original story progresses beyond the television series and features voice-overs by Jessica Alba and Michael Weatherly.
- RAGE System: Unleash over 50 fighting moves by unlocking the soldier within Max.
- Stealth Mode: Utilize unique evasive moves, plus enhanced vision.

JAMES CAMERON'S
DARK ANGEL™

WINTER 2002

DARKANGEL.SIERRA.COM

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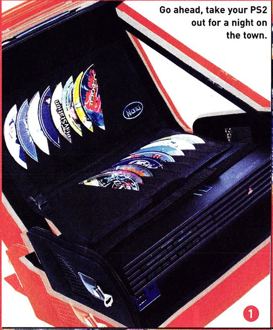
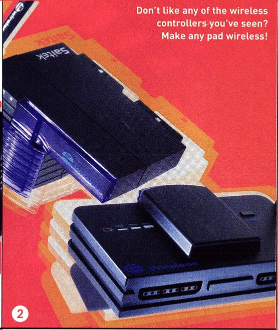
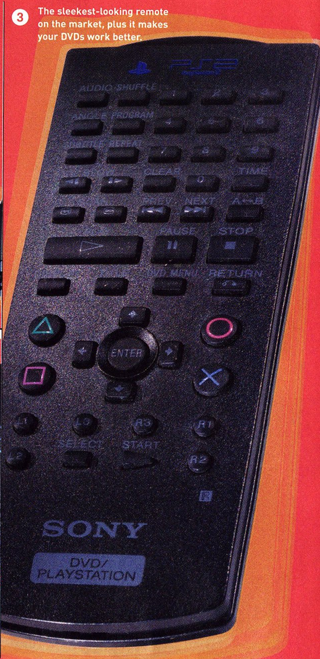


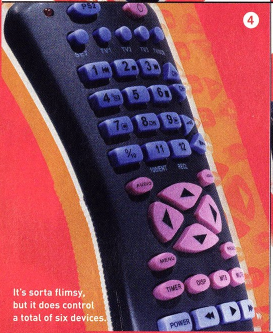
Go ahead, take your PS2 out for a night on the town.



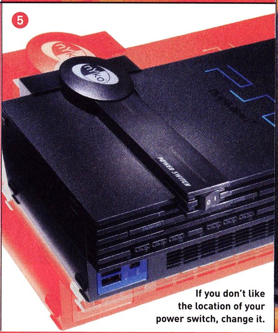
Don't like any of the wireless controllers you've seen? Make any pad wireless!



③ The sleekest-looking remote on the market, plus it makes your DVDs work better.



It's sorta flimsy, but it does control a total of six devices.



If you don't like the location of your power switch, change it.

① G-PAK

NAKI • $24.99 • WWW.NAKI.COM

Here's an interesting idea: Leave your PS2 in its carrying case while you're playing. With storage space for 16 games, four memory cards, and two controllers, the G-Pak's got room for all you need. It's sturdy, it's sensible, and it's reasonably stylish; if you're one of those socialites who always lugs your system around, you can't go wrong here. ●●●●◐

② WOW ADAPTER

SAITEK • $39.95 • WWW.SAITEK.COM

The biggest problem with all the wireless pads is that they're not quite as good as the Dual Shock 2 we all know and love. Saitek's WOW (Without Wires, get it?) adapter essentially make any pad into a wireless pad, thanks to a box that replicates joypad ports. The range is pretty good, and it seems to work remarkably well. The box looks ugly, but who cares? ●●●●◐

③ DVD REMOTE CONTROL

SONY • $19.99 • WWW.PLAYSTATION.COM

Since this package comes with DVD driver updates, this is a bit of a no-brainer. Luckily, it's also sleek, sturdy, and functional. Two complaints: First, it doesn't support any other devices (if it did, we'd be happy to make this the one remote on our coffee table), and second, there's no power button. Considering that the PS2 has a sleep mode, that's a criminal omission. ●●●●

④ UNIVERSAL DVD REMOTE

INTERACT • $14.99 • WWW.INTERACT-ACC.COM

What remarkable restraint. PS2 remotes tend to be flashy, ugly, and blue; this one looks just like any cheap universal remote you'd pick up at K-Mart—and that's essentially what it is. But what makes it an option over Sony's remote is that it can control five additional devices (though the product list is a bit hit-or-miss). ●●●◐

⑤ POWER SWITCH RELOCATOR

NYKO • $9.99 • WWW.NYKO.COM

Through the use of a cunning state-of-the-art technology known as "levers," this featherweight (and yet surprisingly sturdy!) device gives you access to your PS2's power switch without giving the box a reach-around. It takes a little jimmying to get the position right, and you'll have to use some force to actually flip the switch, but if your PS2 is in an especially a tight spot, this is a fine solution. ●●●●

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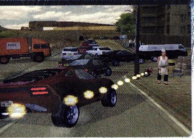
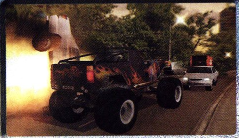
> — PSM, October '02

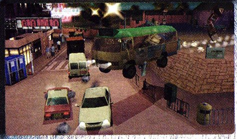
Screenshots taken from PlayStation® 2 computer entertainment system gameplay.



Blast away enemies with new CAR-MOUNTED ROCKET LAUNCHERS and blast away friends in MULTIPLAYER showdowns.



Drive down the mob in high-speed pursuits, then explore the city at your pace in EXCLUSIVE FREE ROAM CHALLENGES.



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BUNKASHA GAMES

PlayStation 2

ACTIVISION

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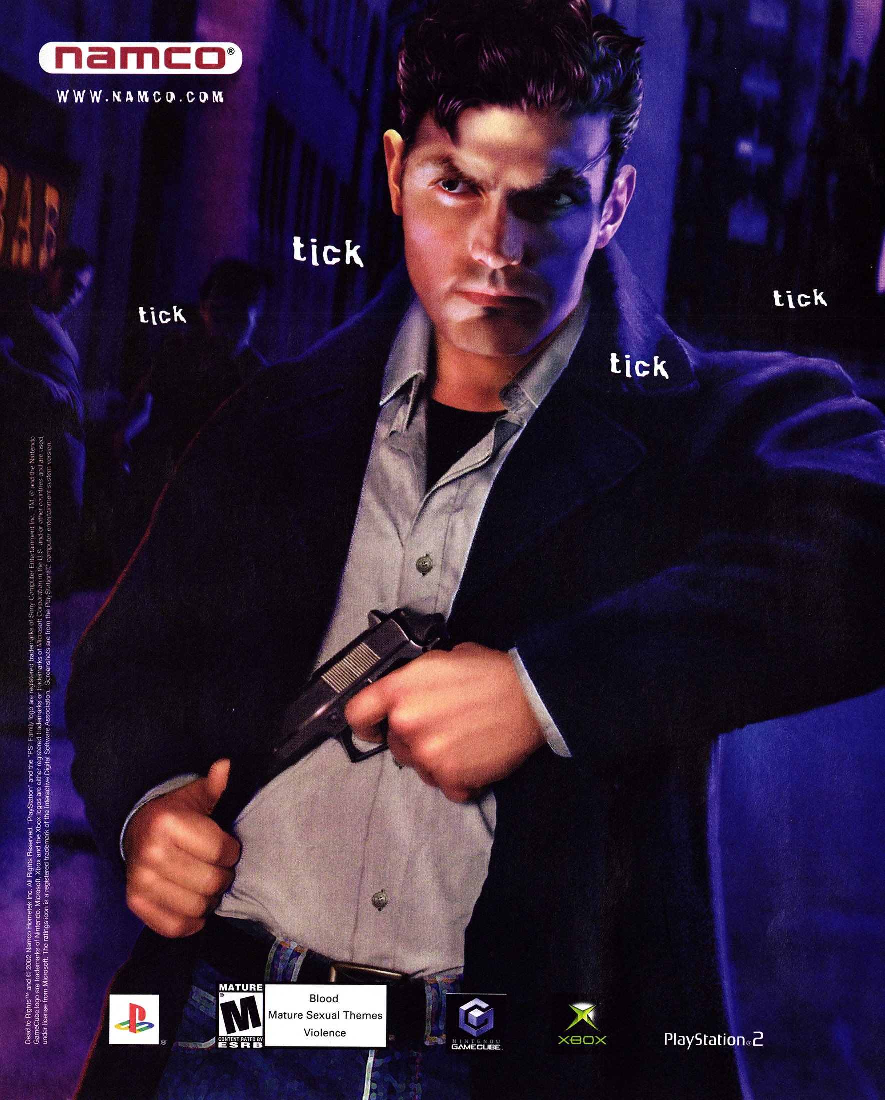
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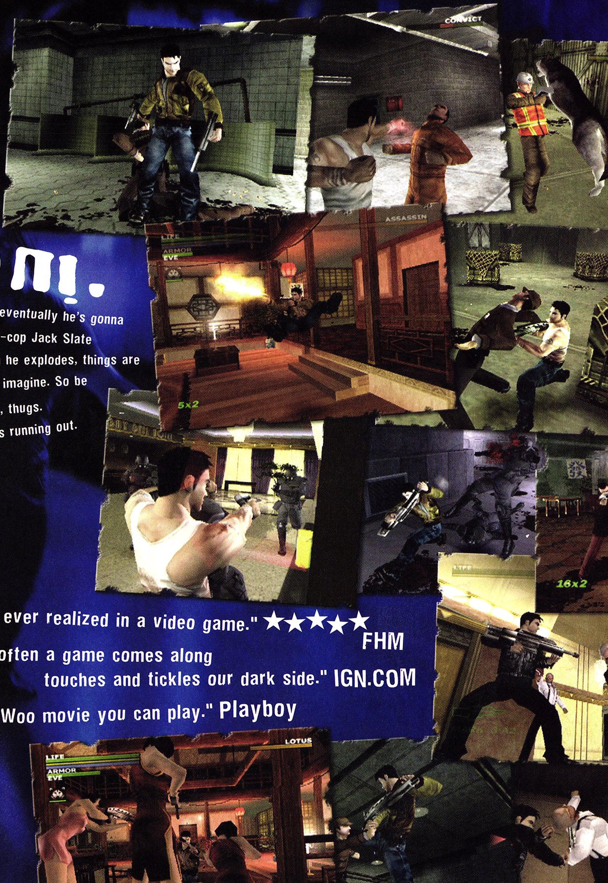
tick

boom.

Push any good guy too far, eventually he's gonna make some bad things happen. Ex-cop Jack Slate is no exception. But when he explodes, things are going to be worse than you can ever imagine. So be sure to watch your backs, thugs. Your time's running out.


CONVICT
ASSASSIN
LIFE
ARMOR
EVE
5x2
LIFE
16x2
LOTUS
LIFE
ARMOR
EVE

"...most brilliant violence ever realized in a video game." ★★★★★ FHM

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"It's a John Woo movie you can play." Playboy

ATARI HAS THE BALLZ

Five cool things about Dragon Ball Z: Budokai

Don't tell him his hair looks stupid. He'll kick your ass.

The show is huge, even if anyone over the age of 12 has a major problem understanding what on Earth is going on. Recent releases on the Game Boy Advance have proven to be exceptionally popular. But most important, whenever anyone asks what people would most like to see a PS2 game based on, an awful lot of you always respond "Dragon Ball Z!" Finally, after a torturous wait, Atari is ready to release the first of what will no doubt turn out to be a whole series of games. We spoke to the team responsible for the game to fill us in on what the big deal is.

1. It's as authentic to the show as you could possibly want right now.

"With the PS2, we finally have a machine that's capable of bringing the massive *DBZ* universe to life in a totally authentic way," says Matt Collins, Atari's senior brand manager for the *Dragon Ball* series. "*Budokai* features 23 of the best *DBZ* characters and very closely follows the *DBZ* animated series through many of its sagas. Each one of these in-game characters features his or her signature fighting moves, and each is given a personality by the actual voice actors from the show."

2. It has the potential to turn anyone into a "believer."

"There are at least two reasons why *Budokai* has the potential to reach beyond the massive *DBZ* following," Collins tells us. "First, *Budokai* brings out the show's core theme of epic confrontation, primarily through a Story mode that gives newcomers an exciting look at a significant portion of the series. Anyone who loves good guys squaring off against bad guys with fighting moves that are wildly powerful will dig the game. Second, the game has real depth. While we are delivering an authentic *DBZ* experience that fans are going to love, we also have a game that the 'nonbelievers' will enjoy, too. The fighting is a blast by itself, with up to 60 combo moves per character. There are awesome beam attacks, character transformations, and mid-air combat sequences. But there are also a few wrinkles to the game that involve entirely different play mechanics. You can customize characters and trade fighting skills. So there's a lot to like about the game, regardless of the extent to which people identify themselves as *Dragon Ball Z* fans."

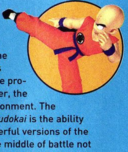
3. You can learn everything you need to know about the show from the game.

"In the Story mode, the game is faithful to the *DBZ* story line," explains Mike Cucchiarella, *Budokai*'s senior producer. "It presents a visual summary of the animated series, while introducing the player to the various aspects of the fighting system. There are a couple of new animated sequences that don't appear in the animated series. One shows an alternate ending to the Frieza Saga, and the other depicts a dream that Cell has while waiting for his tournament to begin."

4. It takes the story that's been established in the TV series and massively expands upon it.

"In the Duel and World Tournament modes, the game departs from the story line by allowing characters that did not appear together to be matched up in combat," Cucchiarella enthuses. "For example, Neither Raditz and Nappa, two villains from the Saiyan Saga, nor any of Frieza's henchmen from the Namek and Frieza sagas ever faced the various androids from the Android Saga. In *Dragon Ball Z: Budokai*, you can match them up to see how they would fare against each other." If you a) understand what he's talking about here, and b) are enthusing wildly about it, then you're officially more hardcore than any of the editors here at *OPM*.

5. It's technically like *Virtua Fighter*, but has fantasy elements like *Street Fighter*.



"We have taken the technical aspect of *Virtua Fighter* and spiced it up with aerial combat and energy attacks, which can be found in a game like *Street Fighter*," explains Chris Lundeen, the associate producer on the game. "However, the game is fought in a 3D environment. The most noticeable aspect of *Budokai* is the ability to transform into more powerful versions of the characters. Doing this in the middle of battle not only makes your character stronger, but watching it happen on screen is something else. Being able to custom-create the *DBZ* characters' skills is also quite fun."

***Dragon Ball Z: Budokai* will be released in early December. We'll review it next month.**

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Zhu Rong
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49
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Mild Language
Violence

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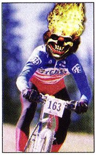
The patent application claiming "Character Group Battle Method" is pending before the USPTO.



Twisted Domination

Following *Twisted Metal: Black* and this month's cover star, *War of the Monsters*, the boys at Incog are now working on a PS2 mountain-biking game called *Downhill Domination.* (Think *Road Rash* on bikes.) Expect lots of combat and, well, pedaling.

THE WATCHDOG

Illustration by Gary Taxali

SNIPER STUPIDITY

In October, someone started shooting people in the Washington, D.C., area with a sniper rifle, killing 10 and seriously wounding three others. It didn't take long for people to suggest that the sniper learned his skills playing videogames. One such person was Florida attorney and anti-videogame crusader Jack Thompson, who told Reuters news service, "This person has a shooting acumen that need not be that of a professional shooter....It is an acumen that could be learned from games."

Is he right? Well, let's see. Turns out that the fellow charged with the shootings, John Allen Muhammad, was in the U.S. Army from 1985 to 1994. He didn't receive sniper training, but he did earn an expert rating—the highest given—for his skills with an M-16 assault rifle. To receive an expert rating, you have to be able to shoot 36 out of 40 targets from ranges between 50 and 300 meters, typically well within the range that authorities suspect the sniper was shooting. The alleged shooter also happened to have a Bushmaster XM-15, a civilian version of the M-16, which was matched to the gun used in the shootings.

So, you tell me. If Muhammad is indeed the sniper, and if you're the sort of person who feels the need to lay blame for this shooting spree on anyone but the sniper himself, don't you have to give it to the U.S. military before you lay it on videogames? Muhammad's skills with a rifle weren't honed on the PlayStation 2; they were honed on a training course, with real guns, real bullets, and real shooting techniques.

Oddly enough, no one ever suggests that playing *Madden 2003* makes you a better quarterback or that the latest *Tony Hawk* will make you a better skateboarder. In those cases, most people easily understand that mashing buttons on a controller doesn't equate to learning a physical skill. Well, shooting a rifle with precision is a physical skill; ask someone who shoots. It has to be learned for real, not virtually. As convenient as it was for Jack Thompson and others to target videogames for their own purposes, in this case, they were shooting blanks.

I wonder if Jack Thompson will be as quick to take a whack at the military. I won't be holding my breath. Thompson's agenda isn't bound up with the military. He represented families who sued videogame manufacturers after the 1997 high school shootings in Paducah, Ky.; the more he can suggest that videogames are a root of evil, the better it is for his business.

Truth is, neither videogames nor military training is at fault for someone who thinks so little of his fellow citizens that he hunts them. That sort of sickness comes from inside. Suggesting otherwise is stupidity.

John Scalzi has shot rifles and handguns, and he giggles uncontrollably whenever anyone suggests that videogames train people to do so. Agree with this? Disagree? Start up a discussion on the *OPM* message boards or respond to John himself at john@scalzi.com.

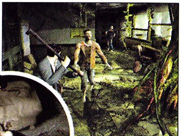
RESIDENT EVIL ONLINE REVEALED

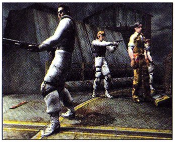
Take a good first look at survival-horror's new direction

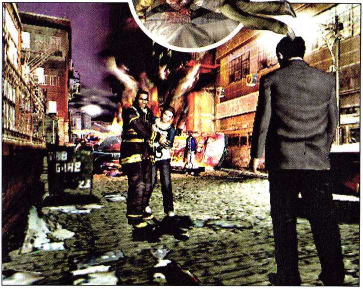
So what if GameCube owners are getting a bunch of remakes of the *Resident Evil* games we played years ago—we're going to be seeing something that could potentially breathe new life into the tired survival-horror genre: *Resident Evil Online*. After hinting of its coming for years now, Capcom has finally unveiled the game, and we couldn't be more excited.

Here's why. You choose from one of eight unique characters, such as a police officer, a waitress, a surgeon, or yes, even a plumber. Your mission? Make it out of Raccoon City alive. Easier said than done, though—thwarting you will be challenges bigger than you can handle alone. Which is where the online part comes in: You'll have to work with other players to survive, as each character will have their own traits and abilities. Four of the characters will be controlled by other gamers, and the other four will be computer controlled. The freaky part is that since interaction will be limited to simple preset text commands, there's absolutely no way of knowing who's real and who's not.

It certainly sounds intriguing, and we can't wait to see what sort of mayhem will occur with tons of characters on screen, all plugging away at zombies—not to mention bosses! *Resident Evil Online* hits Japan next summer and will carry a fee of around $5 a month. No word yet on a U.S. release or price plan, but the good news is that it'll support both broadband and narrowband connections, so everyone can jump in on the online survival-horror fun.





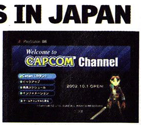


BROADBAND NETWORK LAUNCHES IN JAPAN

The next step in turning the PS2 into a full-fledged multimedia powerhouse has finally been realized in Japan: Sony Computer Entertainment released its Broadband Navigator Version 0.20, allowing gamers to start downloading and viewing broadband content on their PS2s. Although it's still in beta form, the current version of the Navigator features four channels: 1) a games channel for downloading games and game-related multimedia, 2) a movie channel for watching DVD movies and downloading movie clips from movie websites, 3) a photo channel for storing pictures transferred from a digital camera and making them available to others, and 4) a music channel for storing music CDs to the PS2 hard drive and for downloading music from the network.

So far, six game companies have their own channels on the network: Konami, Koei, Bandai, Namco, Capcom, and SCE. Most content on these channels has been limited to character artwork and audio downloads, but the plan is to eventually feature actual game-related downloads, such as new levels or characters.

Unfortunately, it's not clear how soon—if at all—this kind of network will become available here.



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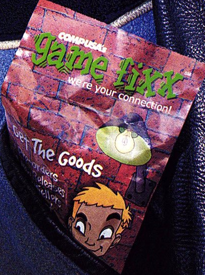

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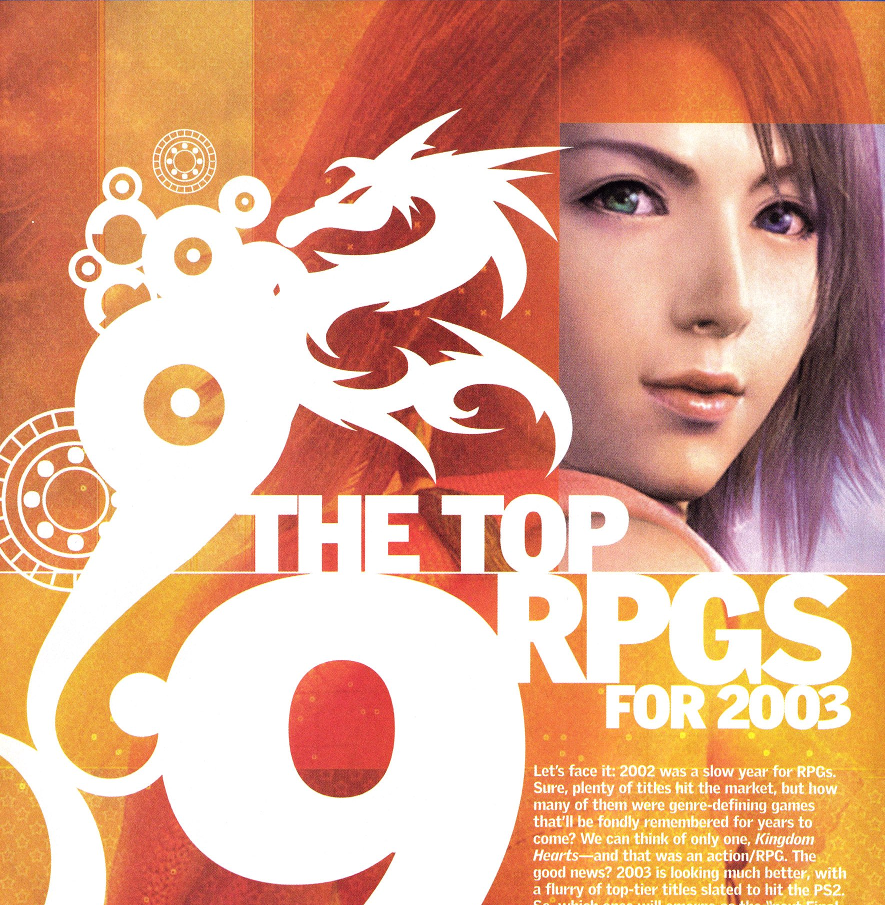


THE TOP 9 RPGS FOR 2003

Let's face it: 2002 was a slow year for RPGs. Sure, plenty of titles hit the market, but how many of them were genre-defining games that'll be fondly remembered for years to come? We can think of only one, *Kingdom Hearts*—and that was an action/RPG. The good news? 2003 is looking much better, with a flurry of top-tier titles slated to hit the PS2. So, which ones will emerge as the "next Final Fantasy"? We take a look at the top nine RPGs for 2003 and give you our take on what you'll be playing over the next 12 months.

Final Fantasy X-2

Ever since the PlayStation launched in 1995, RPG fans have spent every year either playing the latest *Final Fantasy* or eagerly anticipating the next chapter in Square's flagship franchise. And why not? When it comes to revolutionary role-players—cinematic achievements that also deliver in the gameplay department—no one does it better than Square, and nothing tops *Final Fantasy*.

But this year is different. This year, there is no next chapter on the horizon. *FFXI*, the first in the franchise to be fully online, can't really be considered a traditional *Final Fantasy*—and we're not even sure when it'll be out (our best guess puts it as far as a year off). And *FFXII*? Don't expect that one anytime soon!

But it's not all bad news. For the first time ever, Square will release a direct sequel to one of its *Final Fantasies*. (Up until now, each *Final Fantasy* was a completely separate adventure featuring different characters, revamped battle systems, and new worlds.) Due out this fall, *FFX-2* picks up where *FFX* left off, set just a few years after the end of the first game, starring many of the same characters and built around the same game engine.

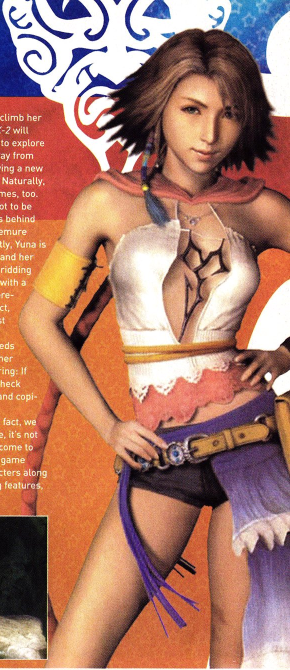
But that's got plenty of Square fans up in arms. Some have even suggested that this reeks of being a cynical cash-in on a popular property. So, is *FFX-2* merely a quick way to turn a fast buck off the backs of Yuna and her gal pals?

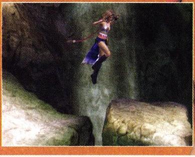
Not at all. As more details emerge about *FFX-2*'s gameplay, we're finding that this might be an even greater leap forward than some of the past *Final Fantasies*. Already, we've been promised that *FFX-2* will feature a new development system to replace the revolutionary Sphere Grid—and if it's half as cool as the Grid was, then we're in store for something fantastic. What's more, the battle system is being remade from scratch. Square is even taking out the Overdrives, the Overkills, and the summoned monsters—which is especially interesting, considering Yuna's role as a summoner in *FFX*. (Maybe that explains those pistols she's packing.) Although we're not sure what'll replace these elements, we do know that Square's working hard to maintain the zippy pace of *FFX*'s combat. *FFX-2* even has a new "active" mode for the battles that won't involve any menu fiddling.

Everything, in fact, seems designed to inject more action into the game. As we reported last month, Yuna (the star of this sequel) can now run, jump, and climb her way through the world map. *FFX-2* will also offer a wide range of areas to explore from the very start, breaking away from the linear pace of *FFX* and throwing a new adventure element into the mix. Naturally, there'll be plenty of new minigames, too.

But the biggest change has got to be Yuna's sassy new look. So what's behind the Aguilerization of our once-demure summoner-next-door? Apparently, Yuna is in disguise. Two years after she and her gang restored peace to Spira by ridding the world of Sin, Rikku stops by with a video sphere showing what we presume to be Tidus. As you'd expect, Yuna sets off in search of her lost love, but since she's so well-known throughout Spira, she needs to take on a whole new look for her adventure. Which has us wondering: If Yuna wants to blend in, how the heck will hotpants, knee-high boots, and copious cleavage help her cause?

But we're not complaining. In fact, we love what we've seen so far. Sure, it's not the all-new *FF* adventure we've come to expect from Square, but when a game includes a cast of beloved characters along with a host of new and intriguing features, we'll take it. Hotpants and all.





Dark Cloud 2

Let's assume you loved the first *Dark Cloud* (not hard to do, considering its stellar sales). Well, guess what? *Dark Cloud 2* aims to improve *everything* the original offered. How so? First, thanks to its cel-shaded facelift, the game looks incredible. But the changes are more than skin deep. This time around, you'll get a whopping 100 hours of gameplay (if you try to do everything, that is), an enhanced Georama element that lets you further customize the towns you rebuild, bigger dungeons packed with innovative enemies, more minigames (including golf!), and voice acting to round out the game's time-traveling tale. If that's not enough, *Dark Cloud 2* also has a new invention system: The main character, Maximillian, can snap photos and then arrange them so his pics spawn new weapons. Max can even create add-ons for his robot pal, Steve, making him a much more powerful ally. With so much to do, Sony's hybrid RPG may be the perfect way to get through the dull days of February.

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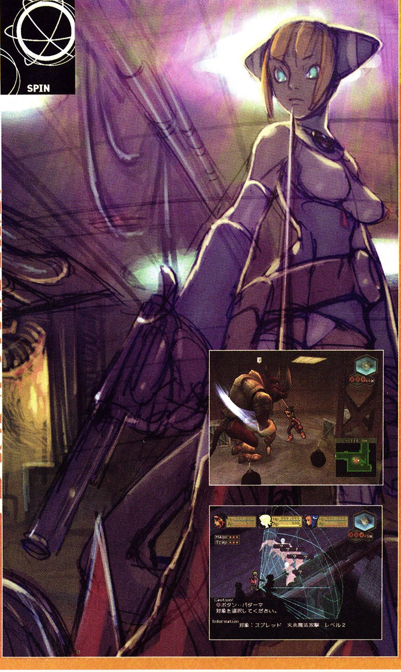
BATTLEMODE
BATTLEM
Scorpion Tank
Kite
HP 261 261
SP 39 46
Mia
HP 194 216
SP 8 34
Elk
HP 166 166
SP 7 50

.hack//INFECTION

Originally due out last October, *.hack* was subsequently delayed till February. But it wasn't held back because the developer needed more time; instead, Bandai wanted its release to coincide with the debut of the *.hack* animated TV series. As Linda Shannon, Bandai's marketing manager, explains: "*.hack* isn't just a game with an anime movie packed in, and it's not just an anime series: It's a 'world' in itself. The game has been four sweaty years in the making, and we want to release it with as much gusto as it deserves."

So is it worth the wait? That depends on what you're looking for. As a concept, *.hack* is light-years ahead of most cliché-riddled RPGs, thanks to its unique setup that mimics a massively multiplayer online RPG. But as a game, it can bog down in the mundanity of repetitive quests and countless encounters. Still, the story might hook you, and if it does, beware: This is the first in a four-part series, which means you might find yourself lost in *.hack*'s world for the entire year—and beyond.



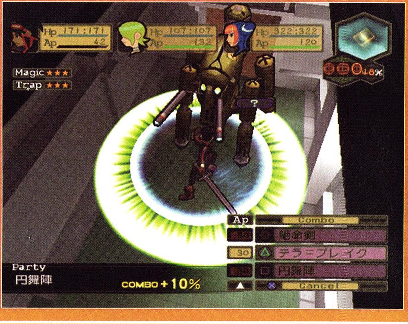
Breath of Fire V

Capcom's *Breath of Fire* games have always been decent—not great, but at least good. They were exactly what you'd buy if you'd already played through the latest *Final Fantasy* and were looking for a solid secondary adventure to tide you over until the next one.

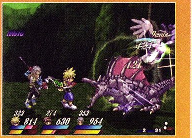
But that's what Capcom hopes to change with this latest installment hitting in fall, the first in the series for the PS2. With *BFV*, the company aims to place the franchise in the spotlight, putting it right up there with the *Final Fantasies* or *Suikodens*. Easier said than done, of course, but early indications are proving positive.

The game sports a killer new pseudo-cel-shaded look to go along with its new focus on sci-fi over fantasy. Perhaps hoping to repeat a success story similar to what happened when *FFVII* took Square's franchise in a darker, more sci-fi direction, *BFV* features an underworld setting overrun with technology, plus a quest that sets a band of adventurers on a path toward their planet's surface.

Capcom has also spent a lot of time retooling its battle system, which now incorporates action, RPG, and simulation elements all in one (think *Vagrant Story*). Topping it all off, the developer has come up with this innovation: You can restart your entire game at any point while retaining your character's built-up data. This element alone has us extremely intrigued.



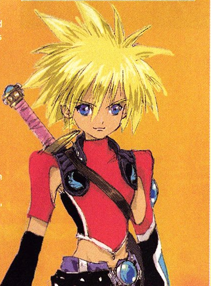
Tales of Destiny 2

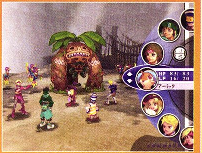


Just to make sure we're all on the same page, the *Tales of Destiny 2* for PS2 that we're showing you here is the sequel to *Tales of Destiny* for the PS1. The *Tales of Destiny II* that you may have already played on the PS1 wasn't a true sequel—in fact, it was released as *Tales of Eternia* in Japan and had a completely unrelated storyline. So forget about that game.

The *real Tales of Destiny 2* you see here looks to be the sequel we've always hoped for. It retains the 2D visuals the series has become known for, but pushes things to the limit with characters and environments that drip with high-res 2D detail. Battles also appear to be far more dramatic, with a camera that zooms in and out on the action, not unlike your typical 2D fighting game.

Similar to the previous *Tales* games, the battle system is also heavily inspired by fighting games, with moves that are pulled off with *Street Fighter*-esque button combinations. You're even ranked on your performance after each battle. If anything, this action element should set the game apart when it hits this fall.



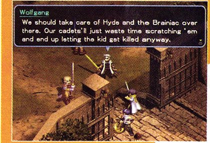


Unlimited Saga

Although they've never quite had the story lines or gameplay to be considered in the same league as the *Final Fantasy* titles, Square's *Saga* games have at least prided themselves on their beautiful hand-painted visuals. And while the jury's still out on key ingredients of *Unlimited Saga*, from what we've seen so far, we can at least confirm it looks absolutely stunning. Using a new graphics technique that blends 3D and 2D animation, the game often appears to be a watercolor painting in motion. If the gameplay matches the visuals, perhaps this will bring the series into the limelight this fall.

Growlanser II

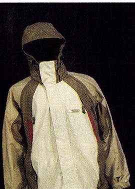
If nothing else, *Growlanser II* stands out as this year's only major strategy/RPG. But it's not necessarily the gameplay that's made the *Growlanser* series so popular in Japan; it's the handiwork of anime artist Satoshi Urushihara, a man famous for his full-featured depictions of the female form. Still, even if you have no idea who Urushihara is, the simple fact that Working Designs is localizing the game (along with its sequel) means you can expect a breezy translation, tons of gameplay extras, and a cardboard box jam-packed with knickknacks and other fanboy tchotchkes. We're told it should be out by the first half of the year, but, well—you know Working Designs....

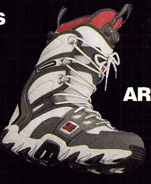


Wolfgang
We should take care of Hyde and the Brainiac over there. Our cadets'll just waste time scratching 'em and end up letting the kid get killed anyway.

TRAVISRICE
30-FOOT CRANE DROP • NEW ZEALAND

ZAPALAC PHOTO





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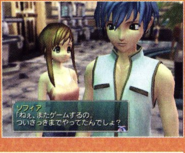
Star Ocean: Till the End of Time

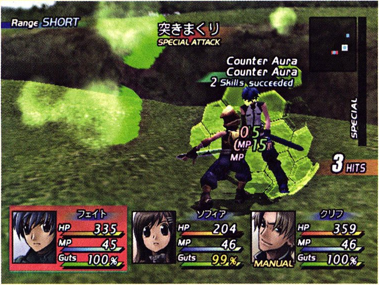
Let's all make a promise right now: We solemnly swear to *not* overlook this third chapter in the *Star Ocean* franchise.

Why bother? Two reasons. First, the previous PS1 *Star Ocean*, though critically acclaimed, didn't make much of a mark on the gaming world. Second, this is being developed by tri-Ace, an *OPM* favorite thanks to its incredibly innovative PS1 RPG *Valkyrie Profile* (yet another overlooked gem).

But *End of Time* has more than just history on its side. So far, the gameplay is shaping up to be every bit as compelling as its predecessor. The real-time combat, which mixes strategic planning with quick action, is as deep as it's accessible. Better yet, battles aren't random; you can actually see your enemies onscreen. Throw in a wealth of customizable options along with a story that wanders into space and beyond—and you've got a game that'll consume all your time when Enix releases it this fall.



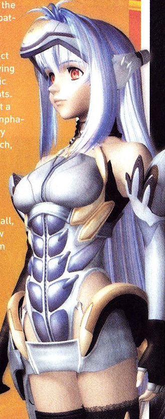
ソフィア
「ねぇ、またゲームするの。
ついさっきまでやってたんでしょ？



Xenosaga

The way we see it is, you're either excited about this game or you're not, and this largely hinges on whether you were a fan of *Xenogears*. Although, technically, *Gears* isn't connected to the *Xenosaga* series (of which this game is episode one of six), it remains the game's spiritual precursor. (As you've no doubt heard by now, many of the *Gears* staff—including the game's director—defected from Square and are now working for Namco on *Xenosaga*.)

If you happen to be a *Gears* fan, you'll find plenty to look forward to when *Xenosaga* comes out early this year. The designers have come up with a new 3D engine for both the overworld and battle scenes—an engine that shows off distinct details like flowing hair and realistic facial movements. They've also put a great deal of emphasis into the story sequences, which, albeit scripted movie cutscenes, make use of the game's 3D engine. Best of all, though, is a new soundtrack from *Xenogears* and *Chrono Trigger* composer Yasunori Mitsuda, performed by the London Symphony Orchestra.



A Little Piece of History on PS1

FANTASY REBORN

Square goes back in time to resurrect two classics

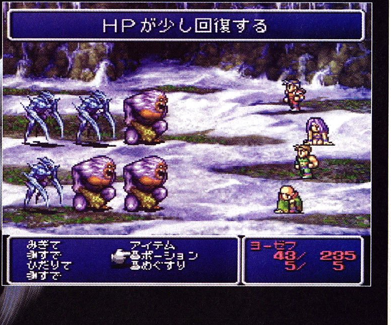
It's an old story, often repeated, but it bears retelling: Back in 1987, when Square was a small, struggling company in desperate need of a big game to keep it afloat, Hironobu Sakaguchi had an idea. Why not develop something to rival Enix's immensely popular *Dragon Quest*? And while Square was at it, why not try to *top* Enix's revolutionary foray into role-playing games? Square decided to sink everything it had into the idea, knowing that if it failed, that would be the end of the company. Hence, the name *Final Fantasy*.

Obviously, it wasn't the end of the line for Square. Far from it. The *Final Fantasy* franchise has gone on to eclipse *Dragon Quest*, selling 42 million copies worldwide, becoming one of the most beloved and innovative series out there.

And now you can go back and see where it all started.

This spring, Square will release a PS1 compilation disc containing remakes of both *Final Fantasy* and *Final Fantasy II*. Along with the opportunity to play *FFII* for the first time ever (despite *Final Fantasy*'s success, *FFII* was never released in the United States), both games will have enhanced graphics and new CG intro movies. The story and the gameplay have also been tweaked to include a few new events along with different modes to suit newbies and RPG vets alike. And as a bonus for the true fanboy, the compilation has a detailed bestiary and an art gallery packed with illustrations from anime legend Yoshitaka Amano.

So brush off that PS1, hook up one of those miniscreens, and get ready to go back in time to experience the beginning of the fantasy.



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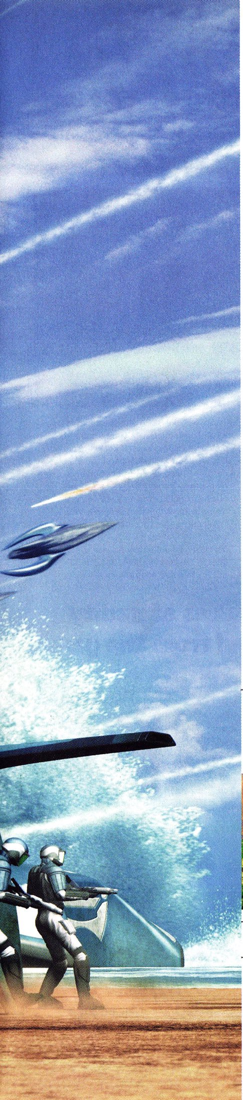

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Violence

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BMX PG-13

Did Acclaim take things too far? Sony censors the racy BMX XXX

Dave Mirra, pictured here, chose to remove his name from BMX XXX.

Photo by AllSport

A cast of virtual strippers, pimps, and hookers mouthing off. Topless girls on bikes. Videos of real-life strippers baring just about everything for the camera. With all that skin, something was bound to give, and in early November, it did: Acclaim revealed that Sony forced it to censor *BMX XXX* for the PS2. The game, which had shamelessly prided itself on its blatant nudity (hence the *XXX* name), would no longer feature any nudity.

"In the PS2 version of the game, players will not be able to create topless female riders, and during the videos from Scores, the strippers' chests will be covered with the *BMX XXX* logo," Alan Lewis, director of public relations for Acclaim, told *OPM*. In short, all instances of nudity have been stripped from the game.

It's interesting that SCEA's decision to force Acclaim to censor *BMX XXX* came after the game had already been approved by the ESRB (the game industry's rating council) with an M (Mature) rating. Apparently, SCEA felt the rating wasn't enough. "As the platform holder, we reserve the right to request content adjustments at various stages of the product development process," an SCEA spokesperson informed *OPM*. "This is a right we rarely exercise. In the case of *BMX XXX*, we felt that some of the game's content did not fundamentally add to the overall experience, and is therefore included purely for effect." Sony felt that these "nonessential" bits could potentially reflect negatively on the console and needed to be cut. "As we have invested heavily into the PlayStation brand over the years, we have a responsibility to protect its essence and associations."

It's also interesting that only the PS2 version of *BMX XXX* was censored—both Nintendo and Microsoft allowed the game, naughty bits and all, on their respective consoles. Although Acclaim refrains from condemning Sony for this, it remains puzzled. "We expected all of the hardware manufacturers to fully support the ESRB's rating of this product," Lewis told us. "Our intent was to release the same product on all three platforms."

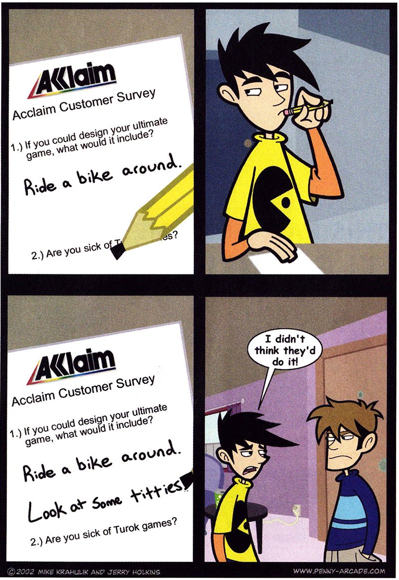
Is Sony undermining the ESRB by enforcing its own standards? Is the company simply taking a no-nudity stance on games? Does this set a precedent? Not exactly, claims SCEA. "The ESRB is in the process of rethinking its approach to the ratings system, including what constitutes a Mature-rated title," the SCEA spokesperson explained." Pending that review and full industry discussion of the results, SCEA has decided to request that publishers not include nudity in M-rated games, in order to maintain consumer faith in the PlayStation brand and its content."

In short, all instances of nudity have been stripped from the game

So, why did SCEA allow Acclaim to develop and promote *BMX XXX* as a game that displayed nudity, when it knew the naughty bits would never fly? Apparently, what became public in November had been going on privately for some time, as Acclaim and SCEA struggled over removal of the publicly displayed private parts and jiggly bits. "While the game concept was approved, the exact nature of the mature-related content obviously did not become clear until much later in the development lifecycle," the SCEA spokesperson explained.

Similarly, BMX star Dave Mirra, who'd originally agreed to be spokesperson for the product, later pulled out because of its lewd content. "I've decided to take my name off the game because it is M-rated," Mirra revealed in an online chat session with extreme-sports site EXPN.

If there's any good news for Acclaim as a result of *XXX*'s censorship, it's that the game may actually see a wider release than previously expected. Retailers including Wal-Mart, Toys R Us, KB Toys, Best Buy, and Circuit City had all previously declared that they would not carry the game. With the nudity removed from the PlayStation 2 version, there's a chance some of those retailers will now stock the title.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Ride a bike around.
Look at Some titties.
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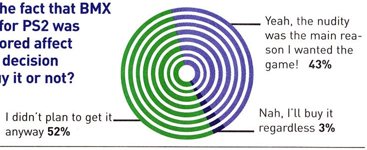
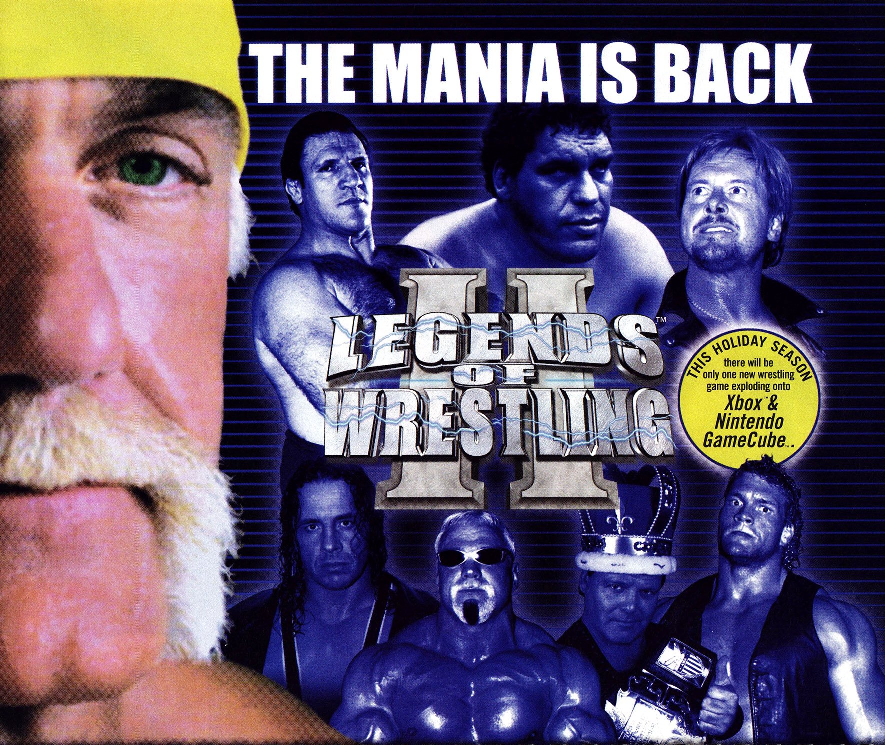
Did the fact that BMX XXX for PS2 was censored affect your decision to buy it or not?



Source: Gamers.com poll

THE MANIA IS BACK



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VIDEOGA

AMES ARE GOOD FOR YOU!

10 Ways That Videogames Can Make You Better, Smarter, Faster, Stronger

by David Kushner
illustrations by mitchgreenblatt.com

How many times have you heard that videogames are bad for you? According to certain parents and politicians, games are powerful enough to rot your brains, make you fat, and send you on a real-life killing-spree. This prejudice dates back to the 1930s, when New York City Mayor Fiorello LaGuardia outlawed pinball arcades for allegedly corrupting the city's youth. And it continues right into the 21st century, with U.S. Attorney General John Ashcroft's recent assertion that videogames "literally teach" kids how to fire guns.

But these days, there's mounting evidence that videogames have the potential to *improve* a player's mental and physical well-being. Dr. Mark Griffiths, a psychologist at Nottingham Trent University in England, conducted a survey of existing psychological and medical studies and discovered that "in the right context, videogames can have positive health benefits to a large range of different sub-groups, and that adverse effects are likely to affect only a very small subgroup of very frequent players." In such studies, researchers from Harvard to NASA have found that videogames do everything from honing concentration skills to speeding the recovery of stroke victims. At Bangor University, professors use the PS2 to study how students can build and process attention skills. And, beginning this fall, a company called Cyberlearning will market a PlayStation peripheral (based on studies at NASA) aimed at players who want to use games to flex their brains.

Here's the lowdown on 10 ways videogames have been proven to pump you up:

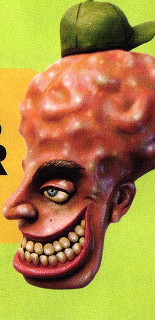
1 BRAIN POWERS, **ACTIVATE!**

When NASA senior research scientist Dr. Alan Pope wanted to study how fighter pilots might be trained to overcome boredom and fatigue, he found the natural solution: *Tony Hawk's Pro Skater*. Since pilots are often trained using game-like flight simulators, Dr. Pope and his team decided to spin off this idea by exploring how videogames might be used to help individuals improve their own behavior during periods of listlessness, or what he calls "underload." To conduct the study, the NASA team hooked gamers up to a special biofeedback system called an electroencephalograph (EEG), a machine that monitors and tracks the brain's natural electrical signals. They then altered the game's joypads so that maximum steering control was available only if a player produced the necessary brainwaves. As subjects played through games like *Tony Hawk*, *Spyro the Dragon*, and *Gran Turismo*, they'd be able to accelerate to full speed only if their brains emitted signals that showed intense concentration.

The result? Players, including some with attention-deficit disorder, were conditioned to improve their focus and concentration skills by being "rewarded" with high speed in the game. "We were surprised that they were able to change their brainwaves in such a way [in order] to succeed at the game," Dr. Pope says. "Those changes in brainwaves had beneficial effects on measures of behavior, concentration, and focus."

2 TAME IRRITABLE **BOWELS!**

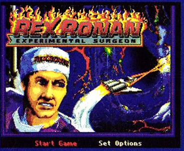
Feeling bloated and gassy? Time to reach for that videogame controller. At the Royal Free Hospital in London, teenagers suffering from irritable-bowel syndrome—a common intestinal disorder that leads to unpleasant consequences like explosive diarrhea or painful constipation—were treated using a customized videogame. Patients were wired with a series of biofeedback sensors that picked up on how relaxed they were feeling at a given moment. The sensors were connected to a game in which the object was to progress through a so-called "virtual bowel" cluttered with red bubbles of pain. The more the patient relaxed, the more the biofeedback system neutralized the gas bubbles in the game—letting the player emerge from the bowel into a happy, bucolic scene. So much for Rolaids.



HEY, ROCKET SCIENTIST!
MY BRAIN IS EVEN BIGGER
THANKS TO ALL THE VIDEOGAMES I PLAY

3 STOP SMOKING!

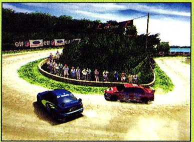
So much for aliens and terrorists—if you want a real videogame challenge, try laser-scalping lung tar! That's the object of *Rex Ronan*, a game that's been proven to sway young kids from sparking up butts. Developed by a company called Click Health, the game casts players as Dr. Rex Ronan, a surgeon who gets miniaturized and injected inside the body of a chronic smoker. Once inside the lungs, Dr. Ronan has to neutralize plaque, debris, and pre-cancerous cells before those ugly tumors take over. Sound scary? According to Dr. Deborah Lieberman of the University of California, Santa Barbara, teens who played the game for a week showed a dramatic decrease in their desire to smoke. According to rumors, a new game called *Colon Corey* is being developed to reduce players' interest in eating refried beans.



OPEN
PUSH DOWN WITH PALM WHILE TURNING
CLOSE TIGHTLY
Rx
PLAY THREE TIMES DAILY

4 DEVELOP HAND-EYE COORDINATION!

Psychologists in England found that people who played 18 hours of videogames per week developed hand-eye coordination comparable to that of traditional athletes. Research was conducted by studying players who were participating in a *Gran Turismo* tournament in England. In addition to improved coordination, Dr. Jo Bryce, a psychologist at the University of Central Lancashire, found that gamers entered a "flow state" similar to that of accomplished track and field jocks. "The psychology of participating in gaming," she said, "is similar to the psychology of participating in athletics: high levels of concentration and actions that are automatic." As a result, players experience benefits such as "learning how to be creative and deal with frustration." Dr. Bryce is now conducting research on the effects of online games.



Playing *Gran Turismo* can help you deal with frustration. Like when you can't get a date because you've been playing way too much *Gran Turismo*.

5 IMPROVE READING!

The Cognitive Brain Research Unit at the University of Helsinki, Finland, found that videogames can be used to help sufferers of dyslexia. A group of 24 dyslexics—people who have trouble understanding and expressing language—were presented with a game that challenged them to match different shapes and sounds. Tests showed that the game stimulated activity in the brain's auditory cortex and, ultimately, enhanced reading speed and accuracy.

Researchers at the University of Delaware created a similar videogame, which was used to develop articulation skills in young children. Robert Morgan, director of the Computer, Space Science, Simulation, and Faculty Technology Training Center at University School in Shaker Heights, Ohio, and founder of the Creative Teaching website (www.creativeteachingsite.com), declares: "Playing adventure games forces you to read and to read carefully. It's important to read carefully enough to get information that will help you solve problems. You can improve your reading by practice."

6 STAY AWAKE IN SCHOOL!

"Have you ever wondered why a child can sit and read about their favorite sports hero or movie star for hours, but can't concentrate on schoolwork?" Maybe because schoolwork is...boring.

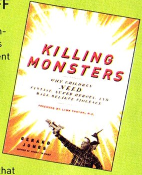
This question, posed by the creators of a nifty gadget called The Attention Trainer (pictured below), could lead to more help for the 2-8 percent of kids suffering from attention-deficit disorder—a condition that makes it difficult, if not seemingly impossible, for them to pay attention. Using some of the principles of Dr. Alan Pope's research at NASA, the Attention Trainer is a gamey way to help kids make it through a chapter on the Louisiana Purchase without drowning in their own snooze-drool. The Trainer is actually a sleek yellow cap that looks something like a cycling helmet. Plugged into an ordinary PC running a variety of customized games, the Attention Trainer adjusts the action onscreen based on how much attention the player is paying at a given moment. Zero in on the car race, for example, and it's easier to push the pedal to the metal. Zone out for a spell, and the vehicle slows to a chug. Dr. David Rabiner, a senior research scientist at Duke University, found that after such stimulation, "the participants who received attention training via feedback showed behavioral improvement upon follow up."

7 PREVENT SEIZURES!

For years, there have been reports that videogames—with their high-speed framerates and strobe-like flashing lights—can trigger seizures in players who suffer from epilepsy. In fact, warning labels now appear on many games. But neurological researchers at Brandeis University and the Children's Hospital in Boston found that videogames could actually be used to *help* epileptics lead healthier lives. During a seizure, epileptics experience a flash of uncontrollable brainwaves. For the study, scientists measured the types of electrical bursts produced by gamers as they played a traditional maze game. After observing the results, the scientists found that the impulses that might lead to seizures seemed to originate in the temporal lobe, the area of the brain responsible for memory. Using videogames, the scientists say it's possible to help isolate these regions of the brain and possibly develop non-invasive treatment for the condition. "By playing videogames, these heroic teenagers are helping the kids of the future have happier, healthier, seizure-free lives," researcher Dr. Robert Sekula says. "With more work, we may be able to understand why the brain's rhythmic activity sometimes spins out of control. Our long-range goal is developing a cure for epilepsy."

FOR EPILEPSY AND IRRITABLE BOWELS, THERE'S NO BETTER PRESCRIPTION THAN A DOSE OF VIDEOGAMES

8 BLOW OFF STEAM!


KILLING MONSTERS
WHY CHILDREN NEED FANTASY, SUPER HEROES, AND MAKE-BELIEVE VIOLENCE
GERARD JONES

Rather than blaming violent games for inspiring violent acts, Gerard Jones, author of the book *Killing Monsters: Why Children NEED Fantasy, Super Heroes, and Make-Believe Violence*, argues that adults need to understand the role make-believe violence plays in human development. "Exploring, in a safe and controlled context, what is impossible or too dangerous or forbidden...is a crucial tool in accepting the limits of reality. Playing with rage is a valuable way to reduce its power. Being evil and destructive in imagination is a vital compensation for the wildness we all have to surrender on our way to being good people." Sounds like Jones believes videogames are perfect for this kind of "safe exploration"—something that researchers confirmed as far back as

I MET MY SASSY GIRLFRIEND WHILE GAMING ONLINE SHE KICKED MY BUTT AT SOCOM, THEN WE MET UP AND MADE OUT

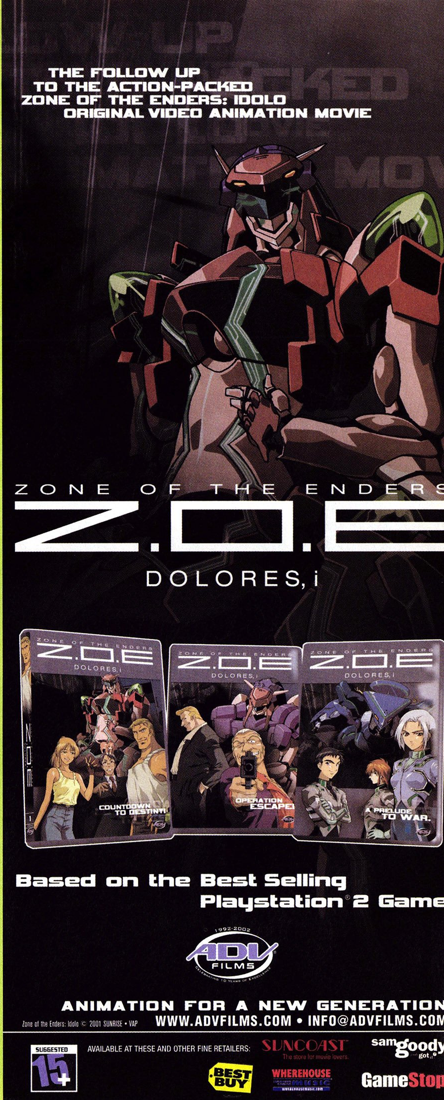
the 1980s, when a report in the *Journal of American Academic Child Psychiatry* argued that games not only *didn't* inspire aggression but they actually released it. And despite all the studies that attempt to link violent media with aggression, such conclusions remain suspect. "Violence in film, in videogames, in music lyrics is disturbing to us all," said Dr. Stuart Fischoff, founder of the Media Psychology Lab at California State University in Los Angeles, in an address to the American Psychological Association in 1999. "But because two phenomena are both disturbing and coincident in time does not make them causally connected."

9 REHABILITATE FROM INJURIES!

Wheelchair users, burn victims, and muscular-dystrophy sufferers have all benefited from videogame therapy, according to research by Dr. Mark Griffiths, a psychologist at Nottingham Trent University who published the report, "The Therapeutic Value of Videogames." One occupational therapist developed three-minute exercise routines that used a videogame controller to increase hand strength for those recovering from hand injuries. Videogames have also been used for their powers of distraction—a versatile means of helping people deal with pain management. In one study, an 8-year-old boy was suffering from a chronic case of picking his face. According to Dr. Griffiths, "The child had neurodermatitis and scarring due to continual picking at his upper lip. Previous treatments, including behavior modification, had failed, so a...videogame was used to keep the boy's hands occupied. After two weeks, the affected area had healed." Whether games can cure a chronic nose-picker remains to be seen.

10 MAKE FRIENDS!

Now, there's proof that beating your friends' butts in *Virtua Fighter* may be a healthy way to build social skills. For nearly two decades, scientists have used videogames to help developmentally damaged kids practice social interactions. As Dr. Jo Bryce, University of Central Lancashire, wrote in her study of gamers at live competitions, such in-person gaming events "offer [the] opportunity for conspicuous display and the challenge of skills developed through domestic gaming and practice to be applied to a public field of competition. Part of the attraction of public gaming events is not just to be challenged and compete, but to be seen to do so and make eye contact with other members of the gaming communities." And with the PS2 now offering online gaming, there's never been a better time for players to reach out and frag someone—all in the name of good health, of course.


THE FOLLOW UP
TO THE ACTION-PACKED
ZONE OF THE ENDERS: IDOLO
ORIGINAL VIDEO ANIMATION MOVIE
ZONE OF THE ENDERS
Z.O.E
DOLORES, i
COUNTDOWN TO DESTINY!
OPERATION ESCAPE!
A PRELUDE TO WAR.
Based on the Best Selling Playstation® 2 Game
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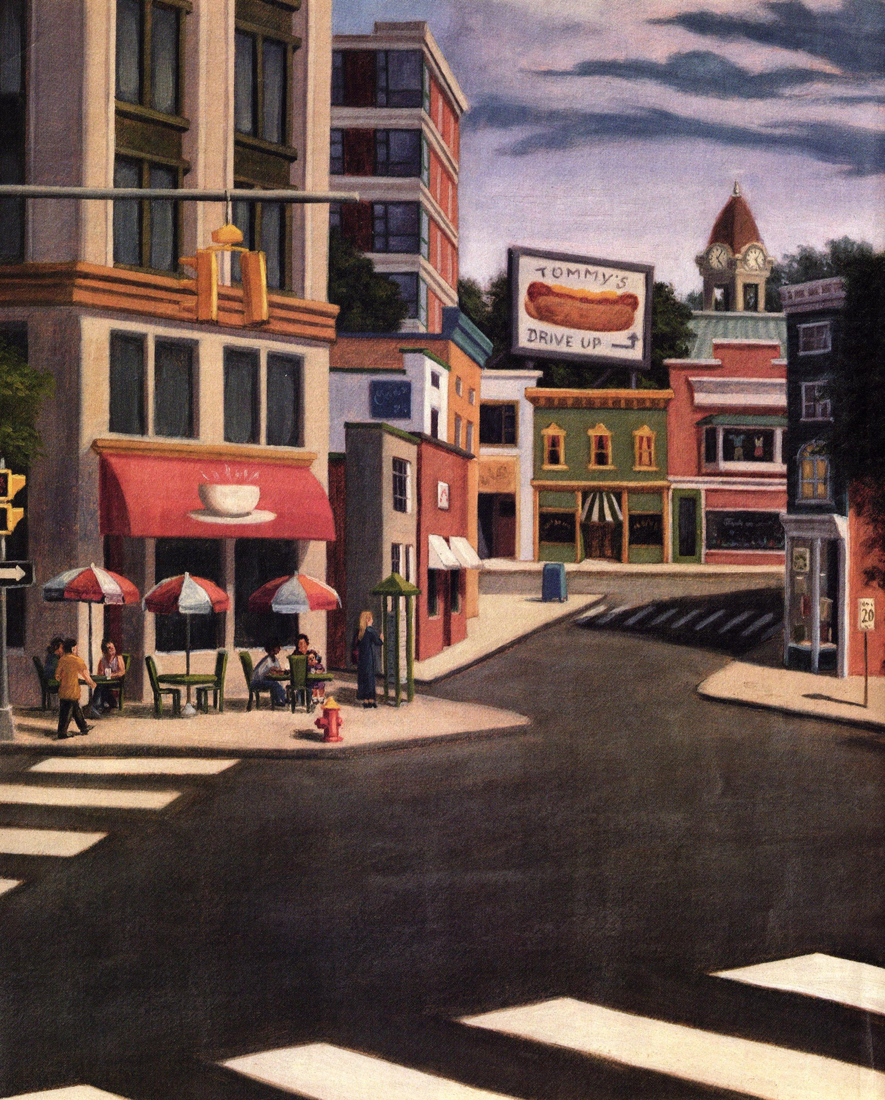
TOMMY'S
DRIVE UP
20

Girasole
RISTORANTE
CREATE YOUR OWN MAYHEM WITH...
RATCHET & CLANK™

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WHY LARA IS LATE

The Angel of Darkness won't be with us until February or March. What's the holdup?

Originally slated for a Nov. 19 release, *Tomb Raider: The Angel of Darkness* is now set to hit stores next February or March. Why did Eidos and Core wait until the last minute to announce the game's delay? "It was becoming pretty clear that we weren't going to make it by Thanksgiving," explains Rob Dyer, president of Eidos Interactive. "If we missed that date, we only had a small window of opportunity [to get it out in time] for this holiday. We really had to try to get it out by the second weekend in December at the very latest. When that was looking unlikely, too, we just decided to do the right thing and delay it properly rather than rush it."

Given that the game has been in development for two years, what could possibly be wrong? Rumors have been flying since May that the game wasn't up to scratch, so what's the deal? "It's just not finished yet," Dyer admits. "It's not a matter of adding some final polish; there are some fundamental things that we need to do, and we need to do them properly." Like what? "Eidos has had a good run with *Hitman 2*, *TimeSplitters 2*, and *Deus Ex*," Dyer smiles. "We learned with these games that we have to hold things back until they're ready. We focus-tested all of those games *a lot*, and it really paid off. We were able to change key elements, like difficulty levels, control systems, and interface design—all things that make the experience better. On the flip side, games like *Herdy Gerdy* and *Soul Reaver 2* suffered because we rushed them out the door. We didn't focus-test them, and we just didn't manage to get people excited. More time working on *Tomb Raider* means we'll get it absolutely right."

> **"More time working on Tomb Raider means we'll get it absolutely right."**

When pushed on the possibility of a flop for his flagship *Tomb Raider* franchise, Dyer refuses to be ruffled. *The Angel of Darkness* is slated to be the first part of a trilogy, but even if it fails to spark much interest, the remaining two will definitely still happen. "We won't abandon Lara," Dyer says emphatically. "We have two separate teams of 30 or 40 extremely talented people working on the trilogy right now. There's the *Angel* team, and there's a second team that has already been working on part two for the better part of a year. Once *Angel* is out, that team will move on to the final part, which means that all of the games will have at least two years of development in them. The final part will hit at the end of 2004."

DATA STREAM

World War 2.5

Master of the strategy genre, Koei plans to release *P.T.O. IV* here this spring. Set in 1939, the game allows you to choose your nation and potentially alter the outcome of WWII.

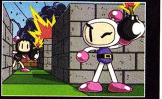
Hurrying It Up

Forget F1, rally, and Nascar—chariot racing is where it's at. OK, maybe not, but European developer Microids is working on *Ben Hur* for the PS2.

Apocalypse Wow

3DO unveiled its upcoming PS2 game, *Four Horsemen of the Apocalypse*. The action title features the voices of Tim Curry, *Millennium*'s Lance Henriksen, and one-time adult film star Traci Lords, who apparently didn't mind being around a bunch of army men.

Character Clash



Konami, Genki, Takara, and Hudson have teamed up to create a PS2 party battle game for next year, using many of their signature characters. Bomberman, select Transformers, and Goemon have already made the roster.

SO BRUTAL. SO EVIL. SO DEADLY.

> "...Deadly Alliance is the most surprising, accomplished and addictive game of the year."
>
> 9.75 out of 10 -GameInformer

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MATURE
M
CONTENT RATED BY ESRB

Blood and Gore
Violence

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PlayStation 2
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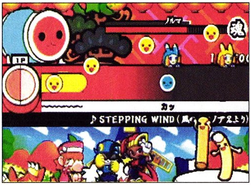
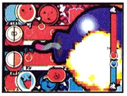
ONLY IN JAPAN

Taiko no Tatsujin (Master of the Drum)
Namco, PS2



In ancient times, Japanese warriors used to ride into battle with a secret weapon—the taiko. It was a powerful motivator. It struck fear into the heart of adversaries. It...was a drum. Or, to translate it literally, a "fat drum." Hardly an exciting or intimidating presence these days, but a surprising recent resurgence (*recent* meaning over the last half-century) gives Namco a new instrument to use in a new music game. Yes, we cover far too many "wacky music games" in this section, but this one boasts a remarkable innovation: It's fun. *Taiko no Tatsujin* succeeds where other music games of late fail because it doesn't try to be cool (*Beatmania*), cheesy (*Dance Dance Revolution*), or just downright weird (*Mad Maestro*). Like Sega's samba-shaking game *Samba de Amigo*, *Taiko* knows how ridiculous it is and revels in that fact. It has no qualms with being full of kitschy superhappy Japanese cartoony figures that dance around in their state of permanent smiley giddy glee and shout encouraging phrases. Even the notes have smiley faces and sunny personalities. And like *Samba*, which paused the action periodically for you to assume silly poses in the name of fun, *Taiko* will occasionally ask you to drum as rapidly as possible to explode a bomb. Why? *Taiko*'s attitude is: Who cares? Just have fun! But what makes this game really cool is the element of realism brought on by the controller. It's not a colorful, plasticky mass of buttons. The drum doesn't outwardly indicate where you have to hit it (say, in the middle or on its rims); you just have to use common sense and bang on the correct spots. And when you hit the drum, it makes a really satisfying authentic taiko sound. Japanese gamers are currently snapping it up in droves, proving that there's nothing like slamming a big drum to the beat of various Japanese tunes and...*Livin' La Vida Loca*. Oh yeah, baby.



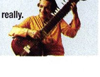
INSTRUMENTS WITHOUT GAMES (YET)

Sitar Mania: If it's good enough for the Beatles, it's good enough for Konami, surely?

Triangle Triangle Revolution: The perfect intro to the percussion world. If successful, we recommend *Gong Gong Revolution* as the sequel.

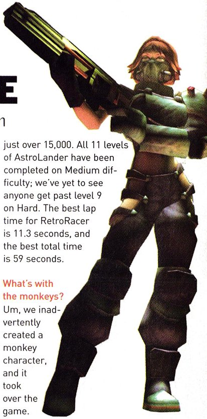
Recorder de GO!: Arguably the most useless instrument ever, but we still have to learn it in school. Let's make those wasted hours useful.

Didgeridoo Freaks: The title says it all, really.



NO TIME FOR ONLINE

5 questions with TimeSplitters 2 development team



1 Why was the online capability stripped out at the last minute?
It wasn't stripped out at the last minute. After E3, it became increasingly clear that, given the timing of the Sony rollout, our launch date, and the finite resources available to us, we wouldn't be able to create a full online experience. The basic online capability is still in the game and is used for LAN play. But we didn't want to force something in that would be a disservice to the quality of the rest of the game.

2 Rank the following: *TimeSplitters, TS2, GoldenEye, Perfect Dark.*
TS2 is clearly better than the others, providing you can pull out the rose-tinted contact lenses of nostalgia. *GoldenEye* stands the test of time because of the variety and density of objectives. *TS1* is better than *PD*, which was hampered by the technical limitations of the N64, the need to buy memory expansion in order to experience the whole game, and a number of bad design decisions that were made after we ceased working on it.

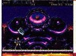
3 Besides your own games, what's the best FPS on the market?
Half-Life—it was way ahead of its time in terms of plot integration and immersion and still stands up against the likes of *Halo*.

4 Tell us some of your best minigame scores.
The highest Anaconda score was just over 15,000. All 11 levels of AstroLander have been completed on Medium difficulty; we've yet to see anyone get past level 9 on Hard. The best lap time for RetroRacer is 11.3 seconds, and the best total time is 59 seconds.

5 What's with the monkeys?
Um, we inadvertently created a monkey character, and it took over the game.

ALIEN WARS

Although it fell on hard times in recent years, the *Contra* series was once revered as one of gaming's greatest franchises. Especially in the 8-bit Nintendo and 16-bit Super Nintendo eras, *Contra* games were must-owns. Beloved for their fast-paced, white-knuckle gameplay and enormous alien bosses—not to mention solid difficulty levels—these games defined the action-shooter genre. With *Contra: Shattered Soldier* helping restore the luster to this franchise, now's the perfect time to take a look back at some of the series' ups and downs.

	The Game	What Is It?	The Good	The Bad
	Contra 1988 Arcade, Nintendo Entertainment System	The classic that started it all was regarded by many as one of the greatest NES games ever made.	Incredible gameplay and some seriously catchy tunes. Plus, who can forget the old Konami code?	It's entirely possible for a good player to beat the game in under 20 minutes. Damn tough without the code, though.
	Super C 1990 Arcade, Nintendo Entertainment System	A direct sequel to the first game, offering more of the intense action that made the original such a hit.	Better graphics than the original, plus much cooler bosses. Slightly easier, too (that's a plus here).	The code for this game only gave you 10 extra men, so even if you did cheat, you'd still face a healthy challenge.
	Operation C 1991 Nintendo Game Boy	Though technically a sequel to *Super C*, this handheld game remixed a lot of elements from the prior two.	Great *Contra* gameplay, but on the go. Some new weapons, plus some of the original music.	Sometimes a bit hard on the eyes, especially when you're jumping or moving around quickly.
	Contra Force 1992 Nintendo Entertainment System	Not a true installment in the series. Konami slapped the *Contra* name on this one in the hopes that it would sell.	Had some neat ideas, like weapon power-ups and multiple characters who can be used at any time.	Most of its ideas didn't really work out, and the game just didn't play well. Definitely didn't live up to its namesake.
	Contra III: The Alien Wars 1993 Super Nintendo	Developed by the team that later founded Treasure, this *Contra* featured impressive 16-bit graphical effects.	New gameplay mechanics such as automatic rapid fire and use of shoulder buttons to angle shots.	Had only six playable levels; plus, some of the overhead missions were a bit confusing and far too difficult.
	Contra III: The Alien Wars 1994 Nintendo Game Boy	This impressive port of the SNES version was handled by Factor 5, the crew that made the *Turrican* games.	Factor 5 did a darn good job keeping most of the game intact, including some of the nifty effects.	The highway level from the SNES game had to be totally removed and the overhead levels could no longer rotate.
	Contra: Hard Corps 1995 Sega Genesis	Konami set out to create the ultimate *Contra* with this one: multiple characters, paths, and endings.	Multiple weapons to use at any time, and insane bosses with hardware-defying special effects.	Plain and simple: too hard. Emphasis on bosses in this game required lots of patience for learning strategies.
	Contra: Legacy of War 1998 PS1	Since Konami of Japan was reluctant to create a 3D *Contra*, Konami of America got Appaloosa to make one.	The game brought a lot of the *Contra* elements, such as its guns and gameplay, into the 3D world.	Drab color scheme, awful camera perspective, and sluggish controls made for a very un-*Contra* experience.
	C: The Contra Adventure 1998 PS1	After *Legacy* got panned by critics, Konami boneheadedly allowed Appaloosa to botch yet another one.	This game at least attempted to go back to *Contra*'s roots with a more 2D style of gameplay.	Unfortunately, this played just as poorly as *Legacy*. Awful graphics, cheap hits galore, and no two-player mode.

Clish MacLaver's

GOSSIP GOSSIP

Gossip, rumor, and scandal. Gaming's biggest secrets dug up and served with gravy.

With holiday games out, we look to the future for what's next. This is always the best time of year for hot info on what's to come.

KOJIMA IS STILL SOLID

Young newshound Sam Kennedy handed me the following quote from *Metal Gear Solid 2: Substance* Assistant Director Yoshikazu Matsuhana: "Yes, we are working on *Metal Gear Solid 3*," he says. "The concept and direction are still being set, but if I told you about it, you'd be blown away. At one point, there was talk that Hideo Kojima wouldn't direct another *Metal Gear* game, but it looks like he will. *MGS3* is so ambitious, it would collapse if Kojima didn't take charge of it." So, there you go...you read it here first.

> **"Once FFX-2 is out, watch out for a sequel to Final Fantasy VII that reunites Cloud and the gang."**

SQUARE GOES GAME CRAZY!

There's an expression in Britain about waiting for buses. I don't know if you have an equivalent in the United States, but it goes something like this: You're waiting for a bus, nothing comes, and then all of a sudden, three come at once. Square's been remarkably quiet since *Kingdom Hearts*, but now it seems there's all kinds of activity set to explode in 2003 and 2004. We can expect *Final Fantasy X-2* in September, and sometime after, when a hosting partner is finally announced, we'll get *Final Fantasy XI*. While this is happening, Square will start the buildup on *Final Fantasy XII* and *Chrono Break*. We've also heard that *Kingdom Hearts 2* might come even sooner than expected, possibly by the end of 2004. Beyond this, we'll start seeing news on a new massively multiplayer game, which may be an entirely new franchise from Square.

The biggest news we've heard lately from the Square camp, though, is that the whole "side-story" concept may become an RPG gamer's wet dream. Once *FFX-2* is out, watch out for...wait for it...a sequel to *Final Fantasy VII* that reunites Cloud and the gang for a new adventure. You should probably pick your jaw up off the floor now.

SSX EVEN TRICKIER

Is *SSX* (or maybe *Tricky*) still your favorite PS2 game? For many of us, it remains up there in the top five, along with *FFX* and *GTA3*. If you feel the same, you'll be pleased to know that, aside from messing around with other extreme sports and failing miserably, the EA Sports Big guys are also hard at work on *SSX3*.

GRAN TURISMO 4 LIFE

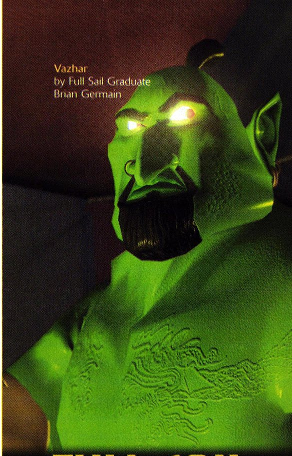
I've been gossiping about the fourth *Gran Turismo* game for over a year now, it seems. At one point, it even looked like Yamauchi and his gang of gearheads would sit out the rest of the PS2 generation and make us wait for the PS3 launch in 2005 before we saw another game. Don't fret, though—according to Japanese games magazine *Dorimaga*, Polyphony is about halfway through development on *GT4*, which makes me think we could see it as soon as the end of 2003. Will it be online? Well, if Yamauchi's previous comments are anything to go by, it should be. Will it be the ultimate racing game in which you can download every car ever made? That remains to be seen. It would be incredibly cool, though, huh?

BITS AND BOBS

Ape Escape 2 will finally make it out in the United States—looks like THQ has signed it. • Rumors are floating around about an expansion disc being worked on for *The Getaway*. We'll have more news next month in our special report on the game. • *Rainbow Six 3: Raven Shield* will be coming to PS2. • Sega, once Microsoft's best friend, will no longer be releasing Xbox games in Japan. • Look out for *TimeSplitters 2.5* (probably not the real name) soon. It's *TimeSplitters 2* with online support. Yay! The way it should be! Expect it to be released as a cheap version of the game. It's not clear yet if the disc will be online-only.

E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com Look out for me on AIM, too—my buddy name is OPMClish.



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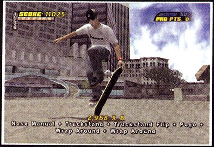
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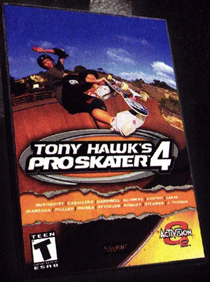
TONY HAWK'S PRO SKATER 4
BURNQUIST | CABALLERO | CAMPBELL | GLIFBERG | KOSTON | LASEK
MARGERA | MULLEN | MUSKA | REYNOLDS | ROWLEY | STEAMER | J. THOMAS
TEEN T
CONTENT RATED BY ESRB
ACTIVISION O2

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** Online play exclusive to PlayStation®2 computer entertainment system.*

TEEN
T
CONTENT RATED BY
ESRB

Blood
Comic Mischief
Mild Lyrics
Suggestive Themes

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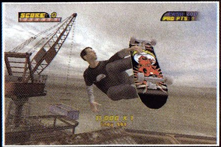
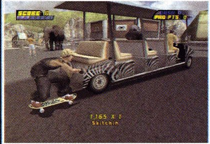
PlayStation® 2 computer entertainment system screenshots shown.

> *"Groundbreaking and brilliant..."*
>
> *"Neversoft has another masterpiece on its hands."*
>
> *-Official PlayStation Magazine (#60)*

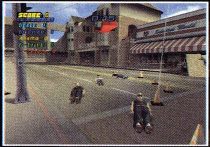
TONY HAWK'S PRO SKATER™ 4



Tons of new goals in the deepest career mode to date.



All new tricks - skitch behind cars, skate on moving objects, and transfer over spines.



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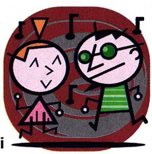
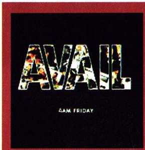


By John Scalzi

The classic rock (Thin Lizzy and Lynyrd Skynyrd) this month comes from *Pro Race Driver*, as does Morcheeba—the other two are from *Tony Hawk 4*.



Avail: *4am Friday*

It's always nice to see that today's punks still take the time to look in on the Punk Commandments—you know, Thou Shalt Not Sing When Screaming Will Suffice, and Thy Songs Shall Not Exceed Three Minutes On Average, and, of course, Thy Drummer Must Exceed 150 Beats Per Minute or He Shall Explode. Avail keeps the punk commandments wholly, and turns in a fine set of fast, frenzied fun, stampeding through 15 tracks in a mere half hour. At least one, "Simple Song," could be a tuneful hit for nonpunkers. I don't think that's a commandment, but it doesn't hurt.

Final Score ●●●◖

LESS THAN JAKE
Hello Rockview

Less Than Jake: *Hello Rockview*

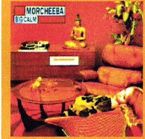
There's a lot to like in *Hello Rockview*, not the least of which is the fake '50s-style comic book CD insert that presents the lyrics as cartoon panels. Hey! Points for creativity! The music itself is a hot brand of ska-punk that whipsaws between ruminations about life, the universe, and everything ("Help Save the Youth of America From Exploding"), and silly songs about friends and places ("Richard Allen George... No, It's Just Cheez", which includes a tribute to *Cinco del Moustache*), so you get what you want either way. The ruminating songs are a little depressing if you listen to the lyrics, so just hop to the beat instead.

Final Score ●●●◖

Lynyrd Skynyrd: *Second Helping*

Typically speaking, there are several things I'd rather do than to listen to country-fried rock, among them running my tongue vigorously across a cheese grater. Quite frankly, if I could never hear "Sweet Home Alabama" again in my life, I'd go church every single day and light a candle of thanks. Having said that, Lynyrd Skynyrd is as good as Southern rock ever got (possibly excepting the Allman Brothers), *Second Helping* is as good as *they* ever got, and "Sweet Home Alabama" is not nearly the inbred swamp-rat anthem it's been made out to be. So, yeah, this album is good. I never want to listen to it again.

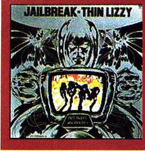
Final Score ●●●●◖



Morcheeba: *Big Calm*

They call this kind of thing "trip-hop," but that's because "they" aren't smart enough to call it jazz. If you don't think it's jazz, then you need to explain what vocalist Skye Edwards is doing up there, bringing her dusky chanteuse readings to the lyrics like she's channeling the last century of bluesy breathers. It's probably the electronic drum 'n' bass instrumentation that's throwing them. Well, what matters is the woman behind the mic, and she's singing like she's playing in a smoky joint at 2 a.m. Trust her. *Big Calm* works big. If it's not jazz, it's what jazz should sound like today.

Final Score ●●●●



Thin Lizzy: *Jailbreak*

The song "Jailbreak" used to drive my friend Joe Schmitt crazy, specifically because of the lyric in which lead singer Phil Lynott warns that "tonight there's going to be a jailbreak, somewhere in this town." To which Joe would respond, "Hmm...probably at the *jail*." That Joe. What a nut. *Jailbreak*, the album, is standard issue '70s rock, with one big hit, "The Boys are Back in Town," and a lot of decent but undistinguished filler. A lot of people think Lynott is underappreciated as a songwriter, but I think he's appreciated about the right amount. After all, he couldn't figure out where the jailbreak was going to be.

Final Score ●●●

John Scalzi's been reviewing music since goofy concept albums like Jailbreak *were still thought to be kinda cool. Not anymore! Visit* www.indiecrit.com *for John's reviews of the best independent music, like, ever.*

Official U.S. PlayStation Magazine · Xbox Nation · Electronic Gaming Monthly · GameNow · Computer Gaming World

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TOP 10 PS2 GAMES OF 2002

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Bookmarks

www.gamers.com
Get your piping-hot, right-out-of-the-oven gaming news here, along with a sweetly steaming plateful of reviews, previews, and cranberry sauce. You'll find our message board here, and you can even find out how to chat with us in real-time. Dig it.

www.playstation.com
The long-awaited redesign of the official Sony site has finally happened, and the result is a slick, sharp site with lots of groovy info on all your favorite games, peripherals, and headwear. Plus, pants.

Click to play

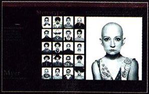
www.apple.com/switch/ads/tonyhawk.html
Whether you see these ads as hip and effective or unbearably smarmy, you gotta love seeing Tony Hawk looking vaguely uncomfortable in front of the camera. You can also check out testimonials from other celebs, like Kelly Slater and DJ Qbert.

bigwhiteguy.com
blackpeopleloveus.com
Each of these sites is special in its own way, but they both offer pretty hysterical points of view that are, we must hasten to stress, *purely satirical*.

www.freakyeyes.com/shapes.html
Wonder where Marilyn Manson shops for his eyewear? No, not his ugly-ass '70s knockoff glasses—his *eyewear*. This site may give you some indication. Our favorite is the smiley face.

www-bcs.mit.edu/gaz/
These simple demonstrations of optical illusions may have you scratching your head. We just wish they went into more detail regarding *why* they happen.

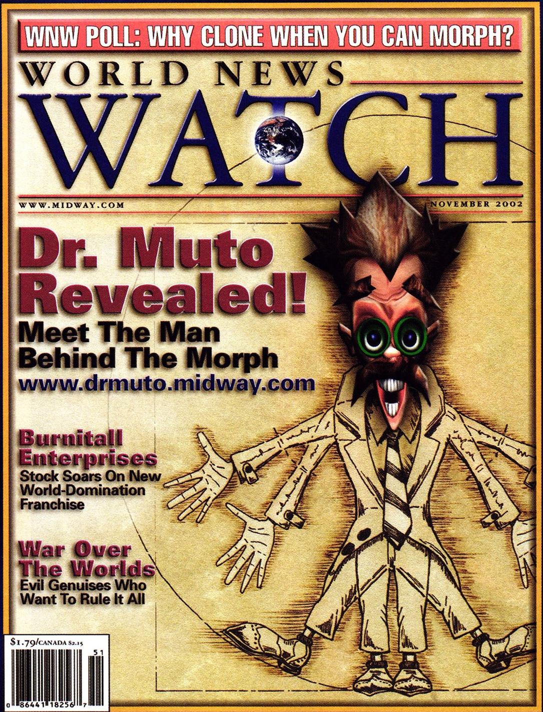
www.ddrfreak.com/videos.php
So you think you have some *DDR* skills, do you? You know what? You ain't got jack. Check out these videos from official *Dance Dance Revolution* tournaments. (Yes, they actually have them.) When you can score "perfects" without looking at the screen, you're hardcore.



www.ericmyer.com/stereotypes.htm
This is neat and unsettling at the same time: This photographer has taken a number of head shots and set them up so that you can mix and match the upper and lower halves of these poor people's faces.

dumbwarnings.com
Is there really a set of Christmas lights that bears the warning "For indoor or outdoor use only"? We're not sure, but it sure is fun to think about how ridiculous some warnings can get in our litigious society.

www.project-euh.com
"Euh?" is French for "Huh?" That pretty much sums up most of what's on this site. It's a collection of odd little bits of "interactive art" that don't really have much of a point at all, but are still strangely diverting.



WNW POLL: WHY CLONE WHEN YOU CAN MORPH?

WORLD NEWS WATCH

WWW.MIDWAY.COM

NOVEMBER 2002

Dr. Muto Revealed!

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www.drmuto.midway.com

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MAD SCIENCE WATCH

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screenshots from Playstation®2 computer entertainment system

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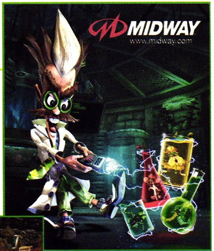
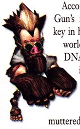
Morph into six strange creatures from a gorilla to a spider using Dr. Muto's amazing Splizz Gun

Use a wide variety of gadgets only a mad scientist could invent such as Rocket Boots and the Super Baller



Dr. Muto, the genius mad scientist whose latest experiment accidentally destroyed his home planet, has been the center of a media frenzy with the unveiling of his amazing new "Splizz Gun" technology. Muto's Splizz Gun enables him to mutate and morph with any living organism in order to accomplish tasks no human could achieve alone.



According to Muto, the Splizz Gun's morphing ability will be key in his attempts to rebuild his world. "I simply sample some DNA and 'BANG,' I morph into a mouse, spider, gorilla or any other creature I see fit to become," Muto madly muttered in an exclusive World News Watch interview. "It's not that I am a megalomaniac, I just want to play God."

Muto's technology is receiving so much attention and interest that he will begin selling the Splizz Gun through TV infomercials next month.

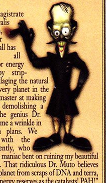
Also, leading videogame publisher Midway has entered into an exclusive deal with the doctor for the release of an action/adventure videogame based on his bizarre and intriguing life and his Splizz Gun technology. Information about Muto's videogame, simply titled, "Dr. Muto," is revealed on www.drmuto.midway.com, which is a website devoted to Muto's universe of baffling puzzles, mind-bending devices, freakish monstrosities and twisted humor.

Is Dr. Muto the 21st Century's Einstein, or just another madman? Judge for yourself this fall when "Dr. Muto" the videogame releases for next generation videogame platforms.

Defend yourself against burly Rent-a-Cops, vicious "Charks," and other henchmen of your rival, Professor Burnitall

PROFILE ON...

Professor Burnitall



As energy magistrate of the Centralis solar system, Professor Gunter Burnitall has outperformed all expectations for energy production by strip-mining and pillaging the natural resources of every planet in the system; he's a master at making energy while demolishing a society. But the genius Dr. Muto has become a wrinkle in his expansion plans. We caught up with the professor recently, who told us, "He's a maniac bent on ruining my beautiful energy empire. That ridiculous Dr. Muto believes he can build a planet from scraps of DNA and terra, then steal my energy reserves as the catalysts! PAH!" Burnitall went on to say that Muto is a renegade terrorist and, "My forces will stop at nothing to destroy the horrible little man, no matter WHAT creature he shapes himself into!"

Dr. Muto™

TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Language
Mild Violence
Suggestive Themes

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DVD REVIEWS

by John Scalzi

XXX

(Vin Diesel, Samuel L. Jackson)

This flick positions its main character as the James Bond of the Mountain Dew generation (that's you! YOU! YOOOOOU!!!!). As portrayed by that slab o' manflesh known as Vin Diesel, that means lots of tattoos, ratty clothes, and exploding extreme-sports gear. But what the hell—I actually dig Diesel (he's fun to watch and he *can* act, just not here), and this flick punches the right action-adventure buttons. *XXX* isn't going to make anyone forget Bond anytime soon, but it's a fine way to kill time until the Tuxedoed One gets back on the silver screen. Extras include: director commentary, deleted scenes, making-of featurettes, and a video by Gavin Rossdale (Mr. Gwen Stefani, the lucky bastard).

Movie Score: ●●●
DVD Extras Score: ●●●

AUSTIN POWERS IN GOLDMEMBER

(Mike Myers, Beyonce Knowles)

In general, I'm not much for the *Austin Powers* series, but apparently, 90 percent of humanity has a higher tolerance for Mike Myers flashing his smarmy mug into the camera at every opportunity, so what do I know? Having said that, *Goldmember* chugs along with the usual *AP* mix of vile physical jokes and snarky pop-culture references, and it's hard to imagine folks who like the other films not getting a chortle out of this. You'll also get commentary from Myers and Director Jay Roach, videos by Britney Spears and Beyonce Knowles, a pack of featurettes, and the ability to overdub lines on your computer and play them back with the movie.

Movie Score: ●●●
DVD Extras Score: ●●●◖

BACK TO THE FUTURE: THE COMPLETE SERIES

(Michael J. Fox, Christopher Lloyd)

Come back with us now, to younger, more innocent days—no, not the '50s, where the first film in the series takes place, but to the '80s. It's a freakish world in which Michael J. Fox was briefly the biggest film star in the world, and Huey Lewis and the News ruled the music charts. This set collects all three *Future* flicks, the first of which is still pretty darn funny, and the other two installments of which are, well, tolerable. Extras include commentary by Fox, Director Robert Zemeckis, and writer Bob Gale; "pop-up" trivia facts; outtakes and deleted scenes; and interviews.

Movie Score (overall): ●●●◖
DVD Extras Score: ●●●

ICE AGE

(Ray Romano, Denis Leary)

Shrek may have stolen last year's Oscar for Best Animated Film from Disney, but *Ice Age* is probably the film that makes The Mouse nervous—the first computer animated film not made by Disney or DreamWorks that made over $100 million in the theaters. And why not? *Ice Age* is very cute, visually original, and pretty funny. It's the tale of a motley bunch of prehistoric creatures who take pity on a lost human child instead of eating it. Groovy extras include a new animated short, "Scrat's Missing Adventure"; interactive games and animation tours; deleted scenes; the Oscar-winning animated short "Bunny"; and director commentary.

Movie Score: ●●●◖
DVD Extras Score: ●●●●

LILO & STITCH

(Ving Rhames, Tia Carerre)

The Mouse isn't taking the turf encroachment lying down. Proof of that is in *Lilo &*

UPCOMING DVD RELEASES

Dec. 3, 2002
Austin Powers in Goldmember
Lilo & Stitch
My Neighbor Totoro
Star Trek: The Next Generation: Season 6

Dec. 10, 2002
Halloween: Resurrection
K-19: The Widowmaker
MTV Jackass: Vols. 2&3
Stuart Little 2

Dec. 17, 2002
An Evening With Kevin Smith
Back to the Future Tril.
Minority Report
Unfaithful

Dec. 24, 2002
Black Mask 2
The First $20 Million
Trapped

Dec. 31, 2002
Eye See You
Star Trek: The Next Generation: Season 7
XXX

Stitch, a flick that's edgier than the studio's usual animation fare (it's—gasp!—rated PG) and genuinely funny—which isn't always the case with "edgy." Plus, it's still got that whole Disney thing, what with themes about family and caring and accepting people for who they are, even when who they are is an alien felon who looks like a rabid koala (that would be Stitch; Lilo is a cute little orphan, speaking of Disney traditions). Extras: deleted scenes, a video by A*Teen, an animated short, and a "how to hula" lesson.

Movie Score: ●●●●
DVD Extras Score: ●●●

LOVE HINA CHRISTMAS SPECIAL

(David Umansky, Dorothy Melendrez)

So, ever hear of the legend that if you admit your love for someone on Christmas Eve, you're bound to be together forever? Yeah, me neither. Nevertheless, it's a key point in the *Love Hina Christmas Special*, in which anime guy Keitaro and anime gal Naru have mutual crushes but won't do the logical thing and admit it. This is a sidestep from the whole *Love Hina* series, so you don't have to know too much about the series to get with it. And even if you're not an anime fan, it's reasonably cute. The DVD comes with the series' final episode (episode #25) as a treat for long-time fans.

Movie Score: ●●●
DVD Extras Score: ●●◖

K-19: THE WIDOWMAKER

(Harrison Ford, Liam Neeson)

A rather underappreciated film based on a true story, in which a Russian submarine's nuclear reactor goes haywire, and the crew has to find a way to fix the problem or die a horrifying death under the sea. Harrison Ford is the tougher-than-Siberian-pine commander; Liam Neeson is his stolid second-in-command. It's light on the traditional action—there's very little gunplay or fistfighting—but watching the crew deal with an out-of-control nuclear reaction is pretty damn gripping, if you ask me. Director Kathryn Bigelow provides commentary, and there are the usual "making of" documentaries as well.

Movie Score: ●●●●
DVD Extras Score: ●●●

MEN IN BLACK II

(Will Smith, Tommy Lee Jones)

Hmmmm. What's missing here? Oh, yeah: the funny. The original *MIB* was funnier than hell; this one basically traffics in our affection for Will Smith and Tommy Lee Jones. I'll give it Frank the talking dog and the Michael Jackson cameo (and who would say no to Lara Flynn Boyle as an evil alien in lingerie?), but as for the rest of it: Eh. This is definitely one of those films where all the best scenes were in the trailer. Extras: director commentary, bloopers, an alternate ending, 14 production featurettes, and a Will Smith video.

Movie Score: ●●◖
DVD Extras Score: ●●●◖

STUART LITTLE 2

(Michael J. Fox, Nathan Lane)

Anthropomorphized mouse Stuart gets a girlfriend in the form of a sweet little chick (literally), and the less we think of the genetic ramifications of that, the better. This sequel shares the good nature of the first film, and like that one, the animal characters—including Snowbell (Nathan Lane) and an evil falcon (James Woods)—come across better than the humans. Very sweet, but it won't bore you to death while you're watching it with your kid or younger sibling. Extras: director commentary, a read-along, behind-the-scenes features, and a video by (shudder) Celine Dion.

Movie Score: ●●●◖
DVD Extras Score: ●●●

UNFAITHFUL

(Diane Lane, Richard Gere)

I don't know that I'd call *Unfaithful* a particularly good film, but it's the first time the fabulous Diane Lane is given something to do in a movie besides look good. She plays a wife who threatens her marriage by having an affair with a hot young dude. Lane grabs her character with both hands, elevating the film to something more than just another softcore fest by Director Adrian Lyne (*Indecent Proposal*). Richard Gere is decent enough as the hangdog husband. Lane, Lyne, and Gere offer up commentary, and there are also deleted scenes, interviews, and more.

Movie Score: ●●●◖
DVD Extras Score: ●●●

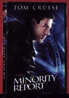
MINORITY REPORT

(Tom Cruise, Colin Farrell)

Science-fiction author Philip K. Dick is like musician Van Morrison: When people cover his material, it usually turns out well, because the people who want to cover the material actually respect the work. Thus, Dick's short stories and novels have been the source material for some classic science-fiction films, most notably *Blade Runner*, which was an atmospheric riff off Dick's *Do Androids Dream of Electric Sheep?*

Minority Report is another such riff off Dick's material (this time, a short story called "The Minority Report"), and while it's too early to tell if it'll have the same longevity as *Blade Runner*, it's clear that director Steven Spielberg and star Tom Cruise got the gist of Dick's vibe. The movie plops us into a world 50 years from now, full of realistic touches: The future is here in all its eye-candy grooviness (you'll be using the Pause button to catch it all), and everyone's not walking around in identical silver tunics. This world of wonder also comes with a raging sense of dread, supplied here by a sci-fi concept (arresting people for "precrimes"—crimes they are going to commit, as predicted by creepy drug-infused psychics) that rather unfortunately resonates all-too-well with the paranoid era we happen to be slogging through at the moment.

The plot of the film kicks into gear when the top cop of the precrime division (Cruise) is tagged as a future killer; he's suddenly on the run, literally dragging one of the psychics with him (a bald and eerie Samantha Morton), trying to clear his name before his old teammates track him down. This precipitates some drastic moves—wait till you see the eye surgery—and a scene involving robotic spiders and a bathtub that is a study in how to wring maximum anxiety out of a single movie moment. Spielberg, who knows something about building suspense (see: *Jaws*), cranks it up, and Cruise, enjoying the chance to play slightly dark, matches the pace. Philip Dick would be proud.



Minority Report
Street Date: 12/17/2002
MSRP $29.99

Minority Report's DVD extras focus on how the filmmakers built the future: One documentary features the group of futurologists Spielberg assembles to spin out how the next 50 years might go, and the DVD also packs in a passel of the production concepts and storyboards. Cruise and Spielberg sit down for an interview about the film, but neither shows up for a commentary track. That's a crime! Track 'em down!

Movie Score: ●●●●
DVD Extras Score: ●●●◖

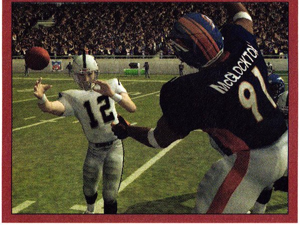
TOP 10 CHARTS

PS2 Top 10

Because this chart was released before *Vice City* came out, you'll have to wait to see Rockstar's crime-wave onslaught at No. 1. But isn't it amazing, after all this time, after all those copies sold, that *GTA3* is still lingering in the middle of the pack? We think so.

	Last Month	Title / Publisher	Rating
1	1	Madden NFL 2003 *EA Sports*	●●●●●

Enjoy this, John Madden. This will be the last time your game appears at the top of this list for months and months. This is the last time *any* game besides *Grand Theft Auto: Vice City* will take the top spot for quite a while. (We know because we consulted a woman with a crystal ball—we couldn't figure it out on our own.) But until then, footballers of the world can continue to unite online, thumping each other from Austin to Vancouver, Bismarck to Raleigh. Ah, football—the sports gamer's universal language.



	Last Month	Title / Publisher	Rating
2	—	Kingdom Hearts *Square EA*	●●●●●
3	2	SOCOM: U.S. Navy SEALs *Sony CEA*	●●●●●
4	—	Tekken 4 *Namco*	●●●◖

If you're going to get your mothergrabbin' fight on, might we suggest *Virtua Fighter 4* or, dare we say, *Mortal Kombat*? Actually, *Rocky* is a most pleasant surprise if you want to trade blows with Apollo Creed.

	Last Month	Title / Publisher	Rating
5	4	Grand Theft Auto III *Rockstar*	●●●●●
6	7	Onimusha 2: Sam. Destiny *Capcom*	●●●●
7	3	NCAA Football 2003 *EA Sports*	●●●●●
8	—	Tony Hawk's Pro Skater 3 *Activision*	●●●●●
9	5	Gran Turismo 3: A-spec *Sony CEA*	●●●●●
10	—	NBA Street *EA Big*	●●●●●

Source: NPDFunworld TRSTS Service, September 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

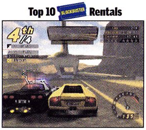
OPM's Most Wanted PS2 Games

1	Final Fantasy X-2	*Square EA*
2	Def Jam: Vendetta	*EA Big*
3	The Getaway	*Sony CEA*
4	NBA Street Vol. 2	*EA Big*
5	Devil May Cry 2	*Capcom*
6	Star Ocean 3	*Enix*
7	Splinter Cell	*Ubi Soft*
8	StarCraft: Ghost	*Blizzard*
9	Soul Calibur 2	*Namco*
10	The Sims	*EA Games*

Japan's Top 10 PS2 Games

1	Marvel vs. Capcom 2	*Capcom*
2	Energy Air Force	*Taito*
3	Dyn. War. 3: Extreme	*Koei*
4	Velocity King	*D3*
5	Culdcept 2nd Exp.	*Sega*
6	Sanji Digiworld SP	*Yamasa*
7	Hot Shots Golf 3	*Sony*
8	Dynasty Warriors 3	*Koei*
9	.hack 2: Mal. Mutation	*Bandai*
10	Ico	*Sony*

Top 10 BLOCKBUSTER Rentals



1	Need for Speed 2 (PS2)	*EA Games*
2	Desert Storm (PS2)	*Gotham*
3	Tekken 4 (PS2)	*Namco*
4	Madden 2003 (PS2)	*EA Sports*
5	SOCOM (PS2)	*Sony CEA*
6	NBA Live 2003 (PS2)	*EA Sports*
7	Red Faction 2 (PS2)	*THQ*
8	Star Fox Adv. (GC)	*Nintendo*
9	NCAA Foot. 2003 (PS2)	*EA Sports*
10	Kingdom Hearts (PS2)	*Square EA*

(Source: Blockbuster, week of Oct. 20, 2002)

Top 10-Selling Games, All Systems

1	Madden 2003 (PS2)	*EA Sports*
2	Kingdom Hearts (PS2)	*Square EA*
3	SOCOM (PS2)	*Sony CEA*
4	Tekken 4 (PS2)	*Namco*
5	GTA3 (PS2)	*Rockstar*
6	Yu-Gi-Oh! (PS1)	*Konami*
7	Onimusha 2 (PS2)	*Capcom*
8	NCAA Foot. 2003 (PS2)	*EA Sports*
9	Tony Hawk 3 (PS2)	*Activision*
10	Gran Turismo 3 (PS2)	*Sony CEA*

PS1 Top 10

Not only is *Yu-Gi-Oh* rockin' the PS1 chart, but it's also one of the top-selling games on any platform! How surprising! How mesmerizing! How...awful! With all the PS1s flying off the shelves for the holiday season, we're hoping people wise up in a hurry.

	Last Month	Title / Publisher	Rating
1	1	Yu-Gi-Oh: Forbidden Memories *Konami*	●◖

If you sport a big ol' fro and have nimble gaming fingers, yo, if you're anti-Vince van Gogh, you're likely playing *Yu-Gi-Oh!* Your friends say, "So?" but you've already wasted dough, forget your trip to the Alamo because you're stuck playing *Yu-Gi-Oh*. If there's not a lawn to mow or a ripped shirt-sleeve to sew, if you lost your favorite CD by Poe or have no other place to go, we excuse you for playing *Yu-Gi-Oh!* If you have an arrow with no bow, lost your ticket to see Margaret Cho, why not waste time on *Yu-Gi-Oh*?

	Last Month	Title / Publisher	Rating
2	4	Spider-Man *Activision*	●●●●●
3	6	SpongeBob SquarePants *THQ*	●●
4	2	Gundam: Battle Assault 2 *Bandai*	●●●●
5	8	Madden NFL 2003 *Activision*	●●●●
6	9	MK Trilogy *Midway*	n/a
7	7	Gran Turismo 2 *Sony CEA*	●●●●●

Speeding around a PS1 racetrack never got any better than this. But if you're more of a kart-racing fan, be sure to check out *Crash Team Racing*, the very best kart racer the PS1 has to offer.

	Last Month	Title / Publisher	Rating
8	—	Namco Museum Vol. 3 *Namco*	n/a
9	5	Digimon World 3 *Bandai*	●●◖
10	10	Tekken 3 *Namco*	●●●●●

Source: NPDFunworld TRSTS Service, September 2002. Call them at 516.625.6190 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

IT ISN'T LIKE THE ORIGINAL.
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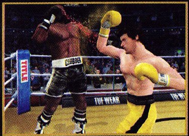
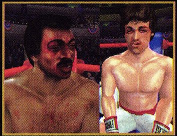
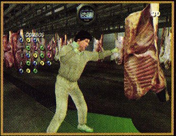
How does it feel to make a thousand leisure suits stand up and cheer? Slide your skinny ass into Rocky Balboa's boxing shorts and find out as you face 20 vicious opponents in a relentless quest for the title. But don't plan on coming out unscathed. In this multi-mode slugfest, the blood spurting damage is just plain brutal.


Battle the greats in Movie Mode


Brutal real-time damage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TEEN
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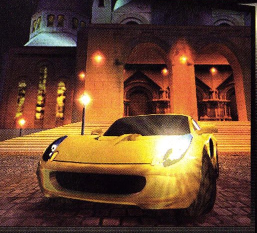
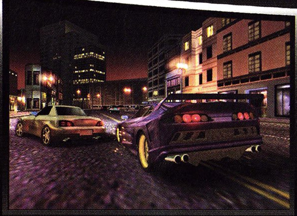


Meet the world's most notorious drivers on the streets of LA, Paris, and Tokyo.



Choose from the latest performance enhanced vehicles and compete to make a name for yourself.

There are no rules - drive anywhere in the city. Find the fastest route to win.

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CONTENT RATED BY
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Violence

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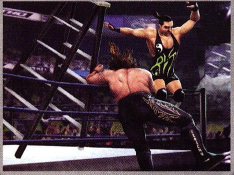

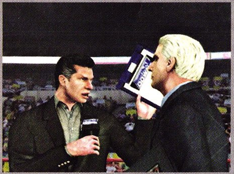

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Strong Lyrics
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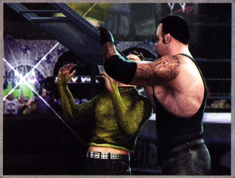

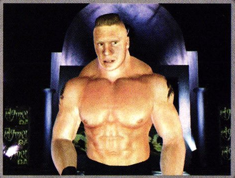

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Coming Soon

PS2

December

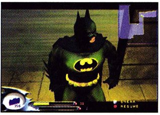
Dragon Ball Z: Budokai	Infogrames	Fighting
E.T.: Return/Green Planet	NewKidCo	Action
Evolution Snowboarding	Konami	Racing
Fighter Maker 2	Agetec	Develop
Mystic Heroes	Koei	Action
NCAA Basketball 2K3	Sega	Sports
RPG Maker 2	Agetec	Develop
Star Wars: Clone Wars	LucasArts	Action
T. Clancy's Ghost Recon	Ubi Soft	Action
Whiteout	Konami	Racing

January

Armada 2: Star Command	Metro3D	Action
Battle Engine Aquila	Infogrames	Action
Black & Bruised	Majesco	Boxing
Devil May Cry 2	Capcom	Action
Fisherman's Bait	Konami	Fishing
Frogger Beyond	Konami	Action
The Getaway	Sony CEA	Action
hsx: hypersonic.xtreme	Majesco	Racing
Jeopardy! 2003	Infogrames	Gm. Show
JoJo's Bizarre Adventure	Capcom	Fighting
MicroMachines	Codemasters	Racing
Midnight Club II	Rockstar	Racing
My Street	Sony CEA	Action
Pride FC	THQ	Fighting
Primal	Sony CEA	Action
RoboCop	Titus	FPS
The Sims	EA Games	Sim
Wheel of Fortune 2003	Infogrames	Gm. Show

February

.hack//INFECTION	Bandai	RPG
Barbie: Treasures in Time	KnowledgeAdv.	Action
Batman: Dark Tomorrow	Kemco	Action
Butt-Ugly Martians	Sierra	Racing
D&D: Heroes	Infogrames	RPG
EverQuest Online Adv.	Sony Online	MMORPG
Freaky Flyers	Midway	Racing
Gladius	LucasArts	Strategy
Mission: Impossible	Atari	Action
Pride FC	THQ	Fighting
Return/Castle Wolfenstein	Activision	FPS
Star Ocean 3	Enix	RPG
Tomb Raider: Angel	Eidos	Adv.
Vexx	Acclaim	Action
Yu-Gi-Oh!	Konami	Cards



Future Releases

Auto Modellista	Capcom	Racing
Breath of Fire: DQ	Capcom	RPG
Celebrity Deathmatch	Gotham	Fighting
Daredevil	Encore	Action
Dark Cloud 2	Sony CEA	RPG
Def Jam: Vendetta	EA Big	Wrestling
Dragon's Lair 3D	Encore	Action
Dynasty Warriors 4	Koei	Action
The Fantastic Four	Activision	Action
Final Fantasy X-2	Square EA	RPG
Indiana Jones: Emperor's	LucasArts	Action
The Lost	Crave	Adv.
Mace Griffin: BH	Black Label	FPS
M. Gear Solid 2: Substance	Konami	Adv.
Rise to Honor	Sony CEA	Action
RTX: Red Rock	LucasArts	Action
StarCraft: Ghost	Blizzard	Adv.
Starsky & Hutch	Empire	Action
T. Clancy's Splinter Cell	Ubi Soft	Action

PS1

January

All-Star Racing	Bethesda	Racing
Air Hockey	Bethesda	Sports
Gubble	Bethesda	Puzzle

February

Big Strike Bowling	Gotham	Bowling
Bratz	Ubi Soft	Action

Future Releases

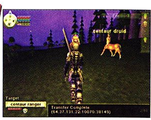
Beyblade	Crave	Action
Final Fantasy 1 & 2	Square EA	RPG

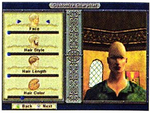
EVERQUEST ONLINE ADVENTURES

PLAY ONLINE

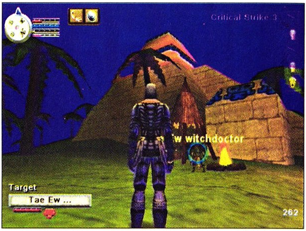
Diary of a newbie

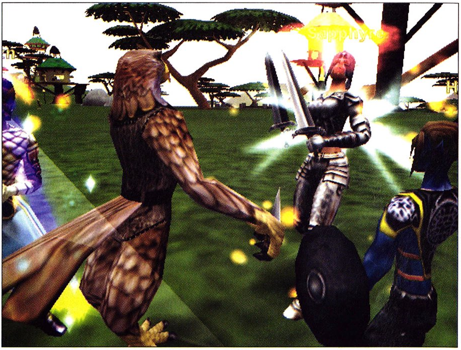
Although not expected to be released until **February**, *EverQuest Online Adventures* has begun its first round of public beta testing. What this means is that **Sony Online Entertainment** sends discs to a few intrepid souls willing to subject themselves to a not-quite-finished product in the interest of helping to make the final game that much better. Want to know what it's like to participate in such an endeavor? Step inside the mind of Maynard the ranger as he walks us through his first days in the strange new world of Norrath. Remember, though, that this is only a beta; some of the more ridiculous elements could be improved before the game's release. At least, we most fervently hope so.





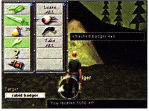
1 DAY **I begin as a mere twinkle in the eye of my creator.** I am built from a selection of parts: hairstyle, facial hair, hair color, and one of eight faces. I enter the world in Surefall Glade, home of the rangers and druids, where a disembodied voice tells me to go talk to Sigmor Fallbourne, "leader of the Protectors of the Pine." It is there that I receive my first quest: Walk across the room, retrieve a pendant from the merchant there, and return. I do so and am rewarded with enough experience to bring me to level 2. I beam with pride.

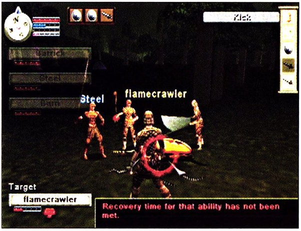


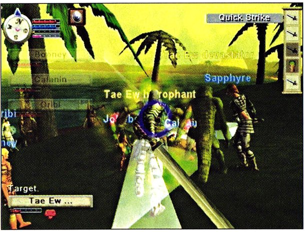


2 DAY **A more challenging day today:** I must actually leave the building in which I began. Sigmor sends me to speak to the spiritmaster just outside, who then sends me all the way across town to speak to the coachman. I stop at the inn along the way, then at the tavern. The town seems awfully quiet. I don't see any houses. Where does everyone live? I leave that question for another day. Sigmor is pleased by my prompt return, and I become a level 3 ranger. I wonder: Will all my tasks in this new world proceed as quickly and easily? If so, will reach level 50 in no time!

3 DAY **Combat!** I've been itching to try out the sword I found on my person. Now, Sigmor sends me out on my deadliest quest so far. Apparently, the Glade has been having some trouble with rabid badgers. I must venture out into the wider world and put three badgers to the sword, bringing the meat back to Sigmor. I fear for my life, but am confident I can succeed. As it turns out, I must slay five young badgers before collecting the meat I need, since one of them yields only a smashed eye, another only a shredded hide. Upon returning the meat to Sigmor, I reach level 4.


Leave All
Take All
smashed badger eye
Target
rabid badger
You receive 1060 XP.


Kick
Steel
flamecrawler
Target
flamecrawler
Recovery time for that ability has not been met.

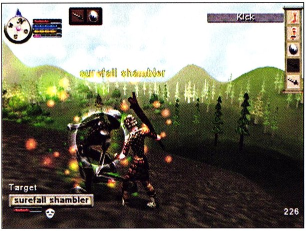

Quick Strike
Booney
Tae Ew devastator
Calanin
Sapphyre
Tae Ew hierophant
Oribi
Target
Tae Ew ...

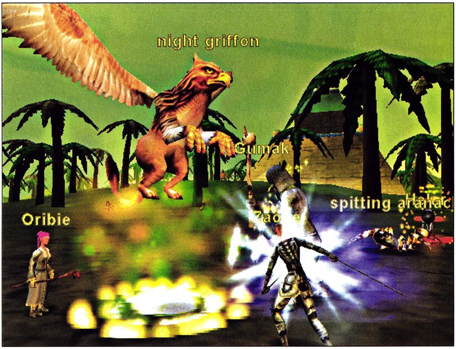
4 DAY **If I'm going to become a real ranger, I'll need a bow.** So, Sigmor sends me out to talk to Stannis Domor, who offers to make me a bow if I collect all the bits he needs: elm wood, silk twine, a firefly thorax, and a snake fang. The wood and twine can be bought in town, but the rest I'll have to harvest from the source. I go into the wild again, murdering dozens of snakes and fireflies until I get just the right parts. I amass a grisly selection of animal bits; for some reason, all the merchants in town pay good money for them.

rabid badger
Target
rabid badger

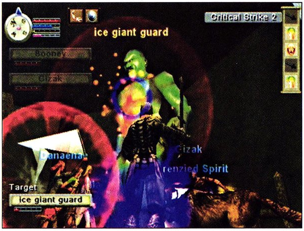
troll pilgrim

5 DAY **Sigmor has asked me to dispatch one of the fearsome Surefall Shamblers that lurk near the Glade**, and to bring back one of its eyes as a trophy. I am supposed to go to the inn and recruit other adventurers to aid me in my quest, but the inn, like much of the town, is empty. Even though I am now a level 5 ranger, I fear I'll be no match for the gruesome beast. Suddenly, three other neophyte rangers appear in the glade. Heartened, I travel with my new companions to vanquish the horrific Shambler. Luckily, they've already landed their own trophies; the eye is mine.

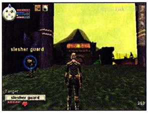

Kick
surefall shambler
Target
surefall shambler
226


night griffon
Gumak
spitting aranac
Oribie
Zadre

6 DAY **Sigmor's next task is beyond my current ability:** He wants me to travel into Gnoll territory to locate a lost scout. I will need to grow beyond my current level of 6 in order to prove myself worthy of more advanced armaments, like rusty sickles and burlap armor; otherwise, I'll never make it. So, I set out into the nearby wilderness to gain experience. Beetles, bats, fireflies, and rats fall before my blade. I am The Antslayer. I am Badgerbane. All the woodland creatures fear me. Slowly, I reach level 10, then return to the Glade to suit up.


Critical Strike 2
ice giant guard
Booney
Gizak
Danaena
Gizak
Frenzied Spirit
Target
ice giant guard

7 DAY **Burlap armor isn't much help if three Gnoll Shamans take a simultaneous disliking to you.** Death is bitter, but not entirely unkind; I am resurrected in the Glade with all of my belongings intact. Still, I'm going to have to work off a considerable debt of experience points, and unless I want to spend the next few weeks slaughtering rodents and invertebrates, I'll have to get back in touch with my former group...or form a new one. I remember thinking this would be easy. I know better now. I have a long, long road ahead of me. But at least I won't be traveling alone.

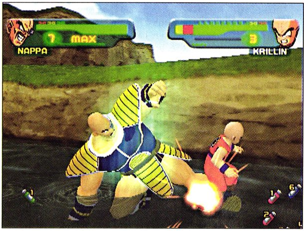

slasher guard
Target
slasher guard

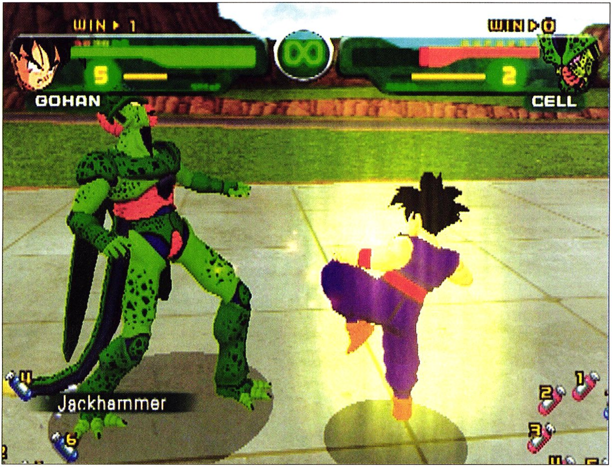
DRAGON BALL Z: BUDOKAI

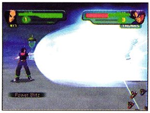
HANDS-ON PREVIEW

DBZ fans declare, "It's about friggin' time!"

The last (and only) *Dragon Ball* fighter we saw in the United States was the unbearable *Final Bout*, which Bandai mercifully produced in extremely miniscule quantities. Fortunately, it looks like **December**'s *Budokai* will set a great foundation for a new legacy of *DBZ* games. Relative newcomer **Dimps** has crafted this game with strong attention to fan-pleasing detail. Scenes from the anime series are re-created in full 3D—and, thanks to the PS2, look much cleaner than the decades-old TV episodes. Tons of special moves and characters appear, with Goku and pals battling baddies like Cell and Freeza, who chewed up the scenery in the TV show. For added depth, you can customize your characters, and as you progress, you'll unlock new, special moves in the form of trading cards. We know *Budokai* will sell a zillion copies—whether it sucks or not—and so does **Atari**. That said, it appears that it's not too shabby after all. This is the *DBZ* game fans have been waiting for.

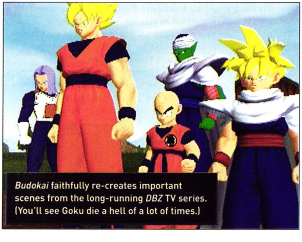






Blast Power

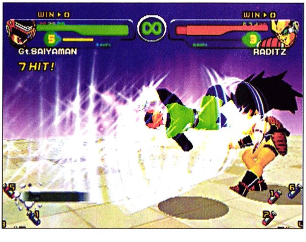
People don't flock to *DBZ* for the deep and engaging story line—let's face it, it doesn't have one. Rather, it's the firepower that fuels the fandom. The Saiyans (and their cohorts) are the most powerful warriors in the universe, and they constantly try to prove it. The fact is, *Budokai* has the largest variety of earth-shaking special moves you could hope to see in a fighter. With the ability to earn, mix, match, and trade 'em, you'll fill the screen with a white-hot blast of rage (above) in no time flat.



Budokai faithfully re-creates important scenes from the long-running *DBZ* TV series. (You'll see Goku die a hell of a lot of times.)

PICCOLO
NAPPA

GOKU
FRIEZA



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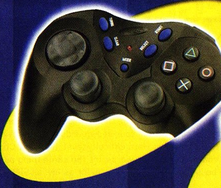
Turbo Shock 2 Controller

Features Turbo Function For AutoFire Capability



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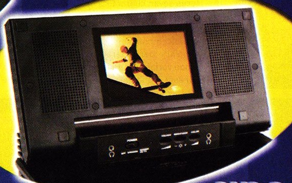

Cyber Shock 2 Controller

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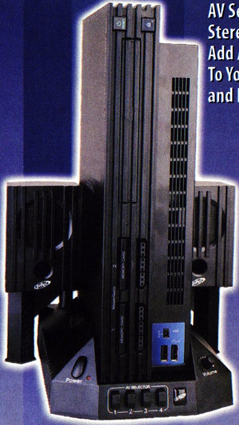

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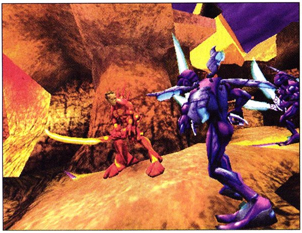
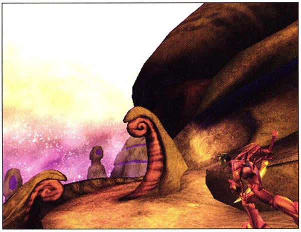
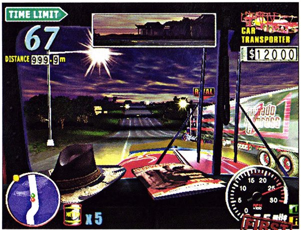




Alter Echo

Though **THQ**'s free-roaming adventure is still a-ways off (it's slated for an **early 2003** release), it continues to intrigue us with its colorful, organic environments and shapeshifting gameplay. As morphing hero Nevin, you can switch between three different modes on the fly—even in the middle of an attack, if you're aiming for the really complex combos. But since you're also able to pause time, you can "queue up" attacks while everything else freezes. Neat.



FIRST LOOK

The King of Route 66

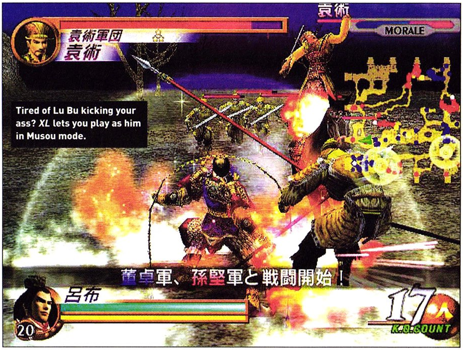
It may not carry the *18 Wheeler* name in its title, but *The King of Route 66* certainly serves as a sequel to **Sega**'s fast-paced race across the country. As you might suspect from the title, *Route 66* takes you from Illinois to California along the legendary highway. Each mission-based race can be completed multiple ways as you attempt to defeat the evil Tornado Corporation—and win the hearts of the Queens of Route 66. Get your kicks in **March**.

DYNASTY WARRIORS 3: XTREME LEGENDS

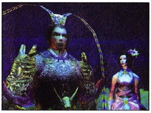
HANDS-ON PREVIEW

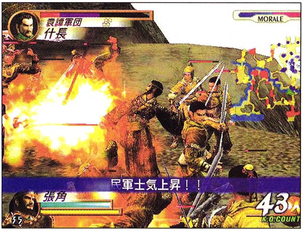
An Xpansion pack full of Xtras for an Xcellent game

Koei may not have chosen the best name for its **January** expansion pack to *Dynasty Warriors 3*, but *Xtreme Legends* definitely offers something cool to tide fans over until *Dynasty 4* hits a few months later. Unlike expansion packs for most PC games, *XL* functions as a standalone game. It also features seven characters not aligned with the Three Kingdoms—characters you likely fought *against* in *Dynasty 3*. Sure, you might have unlocked Lu Bu or Zhang Jiao in *Dynasty 3*, but *XL* actually offers entire "what if?" scenarios, so you can play as them in Musou mode. Using memory-card data, other enhancements can be made to your old game, like customizing your bodyguards (you can even appoint other generals to such a position!), or adding a Very Hard difficulty level, four new Challenge mode variations, and a fifth weapon for each character. In other words, it's the same thing as *Dynasty 3*, only with a lot more to do. And the best part? You can pick it up for as low as $30.



Tired of Lu Bu kicking your ass? *XL* lets you play as him in Musou mode.





Did You Know?

Though she fought beside Lu Bu and Dong Zhuo in *Dynasty 2* and *3*, Diao Chan was actually a spy sent to pit the powerful allies (and fellow *XL* playable characters) against each other and restore the Han Dynasty. For Lu Bu, it was love at first sight, and the two (above) were betrothed. However, Diao Chan went through with her plan and became Dong Zhuo's concubine—which inspired a jealous Lu Bu to kill his master. In the end, Diao Chan found she did love Lu Bu, and the two wed.

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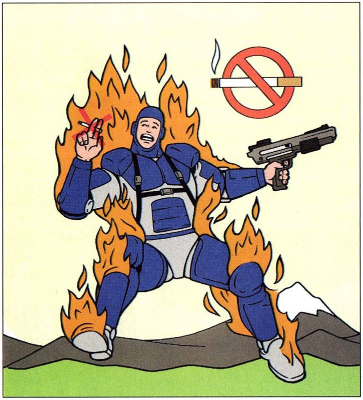
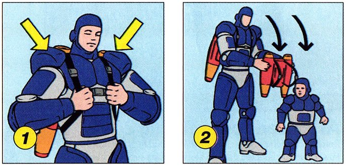
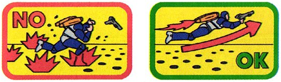


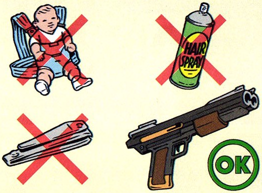
AFFIX OWN JETPACK BEFORE ASSISTING OTHERS



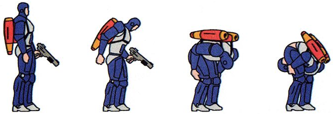
MINEFIELD AVOIDANCE



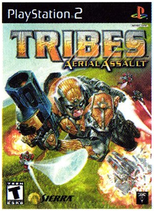
JETPACK CARRY-ONS



OUT OF AMMO



1. READY
2. LEAN
3. BEND
4. KISS ASS GOODBYE



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Violence

PlayStation®2

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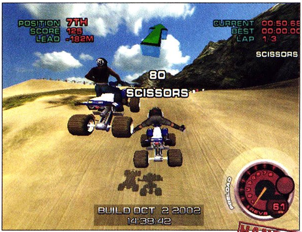
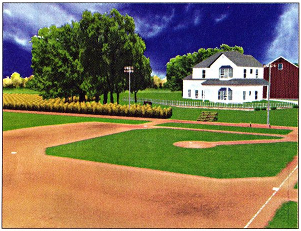
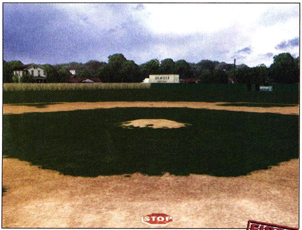


HANDS-ON PREVIEW

ATV: Quad Power Racing 2

Before Sony released the stellar *ATV Offroad Fury*, **Acclaim**'s *Quad Power Racing* collected dust on store shelves—mainly because it sucked. But *Fury*'s success was enough to dupe some PS1 owners into picking up *Quad*, propelling it up the charts. Fortunately, *Quad 2* is at least a competent title, totally changing gameplay to more of an *SSX* on an ATV. Control is a bit off at this point, but we're hoping the game gives *Fury 2* some competition this **February**.





FIRST LOOK

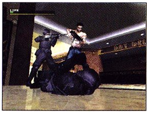
All-Star Baseball 2004

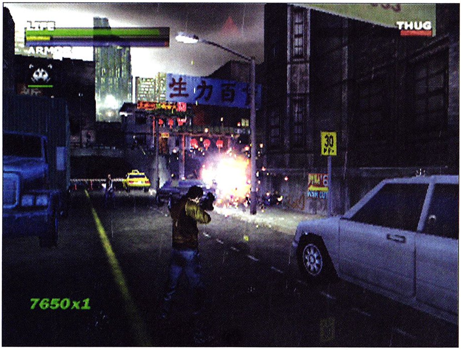
When you're a kid, you dream of playing in Game 7 of the World Series, to the roar of delirious crowds. Inexplicably, when you age to the extent that you predate many of the players *in* the World Series, you yearn for your sandlot days. **Acclaim** has figured this out, which is why **February**'s *All-Star 2004* includes various beat-up fields—not to mention a *Field of Dreams* replica. Also notable, you can play as legendary players and as Negro Leaguers.

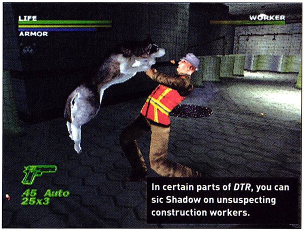
DEAD TO RIGHTS

Coming out of hiding

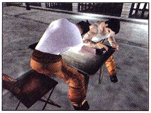
By the time you read this, *Dead to Rights* will already be **in stores**. Still, we wanted to offer one final look at the *Max Payne*-like cop thriller for those of you who might've forgotten it was still coming—after all, **Namco** has had to keep mum about the PS2 version, since Microsoft paid them to release it "exclusively" on Xbox. But it's finally here for PS2, and the good news is that this version is supposedly better than the somewhat poorly received Xbox version. According to Namco, this is the game the producers wanted to make all along, but couldn't because of time constraints. So, *is* it actually better? We'll let you know next month.

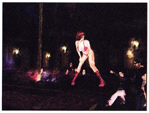






In certain parts of *DTR*, you can sic Shadow on unsuspecting construction workers.





Virtual Tease

For better or worse, *Dead to Rights* is filled with loads of minigames intended to diversify its gameplay. Some include simple button-mashing sequences like arm wrestling (above), weight lifting, and speed-bag punching. But others, such as the scene in which you parade around as a dancer in a strip joint (lower right), involve a little bit of, erm, gameplay precision. By pressing buttons in time with the music, you can effectively make the stripper dance. You know you want to.

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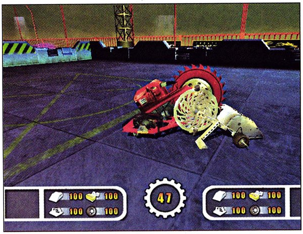
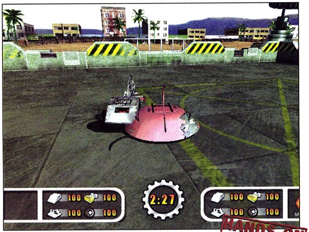
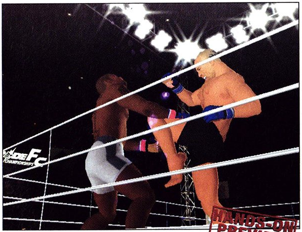




HANDS-ON PREVIEW

BattleBots

If you haven't heard, Comedy Central recently made a startling announcement: No more *BattleBots*! No matter—**THQ**'s got your robot-fightin' needs covered with its tie-in game due this **holiday season**. Tournament mode allows you to build your own robot from scratch (*lots* of customization available!), although a great many of those seen on the show (Ziggo, Backlash, etc.) are available, too. Combat's a little tough to manage at this point, though.



HANDS-ON PREVIEW

Pride FC

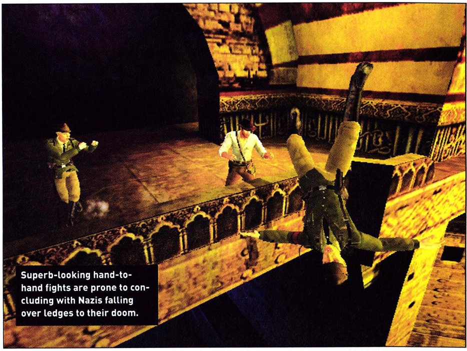
Don't kick yourself for not knowing about *Pride FC* (Fighting Championship). Just imagine *Ultimate Fighting Championship*, only more brutal and less popular in America. From what we've seen, **THQ**'s game based on the sport could actually help to popularize ultimate fighting in this country—it plays extremely well. Unlike the *UFC* games, *Pride FC* is fast, and there's a great deal of tangible diversity among the fighting styles. Check it out this **January**—it just might surprise you.

INDIANA JONES AND THE EMPEROR'S TOMB

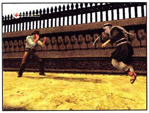
The one Indy adventure you can count on seeing

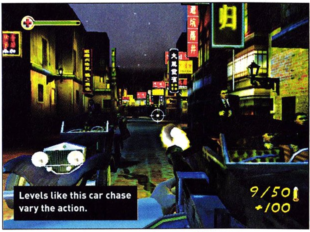
There's *supposed* to be a new *Indiana Jones* movie in theaters come 2005—but that's so far away, anything can happen. Thankfully, we need only wait until **March** to play *The Emperor's Tomb*, and it's something we're pretty sure you can count on seeing (well, unless **LucasArts** pulls the game's plug at the last minute as it did to *The Infernal Machine* for PS1).

The search for the Heart of the Dragon (a legendary Chinese artifact that grants mind-molding powers to its possessor) takes Indy on an adventure spanning 10 worldwide locations. Expect the fedora'd one to visit a 15th-century castle in Prague, an underwater palace in Istanbul, and a Chinese fortress set atop a mountain, as he works to stop an unholy alliance of Nazis and a secret Asian society known as the Black Asian Triad. Of course, this all leads to frequent fisticuffs and a wealth of whip wielding, and Indy needs to solve his fair share of puzzles.

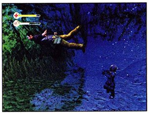


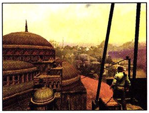
Superb-looking hand-to-hand fights are prone to concluding with Nazis falling over ledges to their doom.

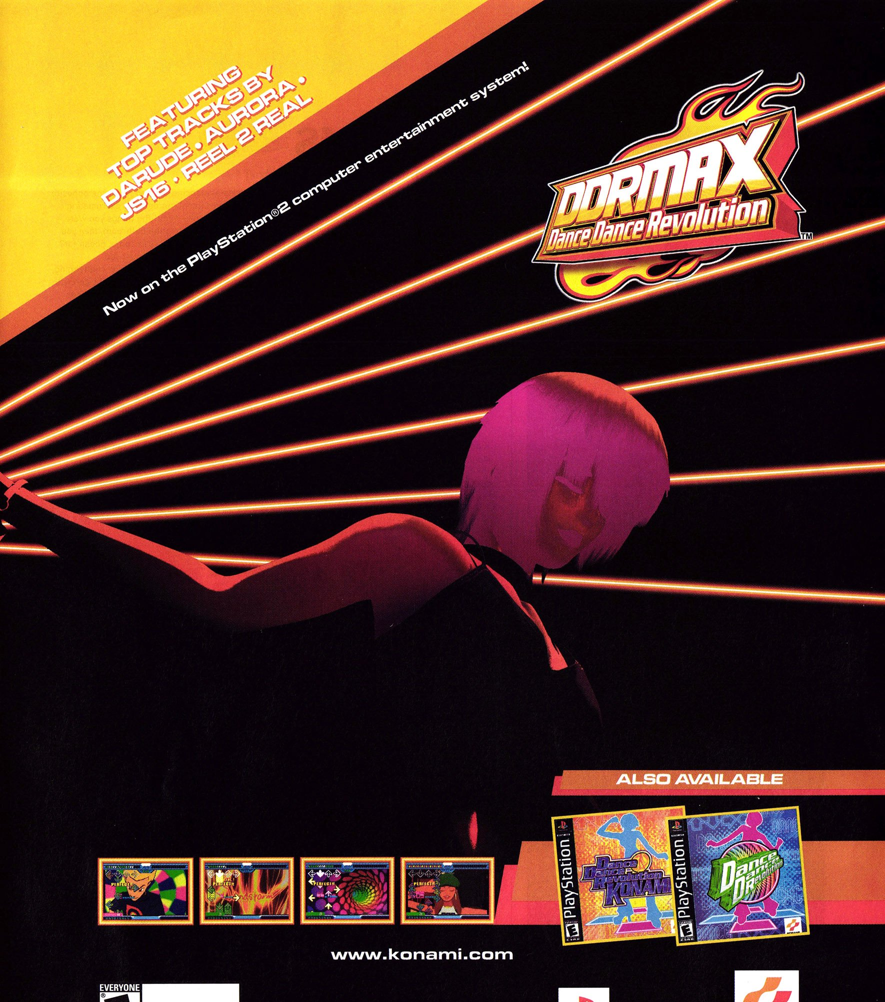




Levels like this car chase vary the action.



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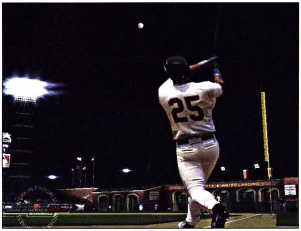
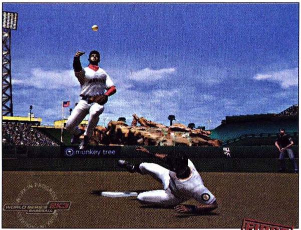




World Series Baseball 2K3

FIRST LOOK

Many a baseball virtuoso would have fallen in love last year with **Sega Sports'** *World Series* baseball game if it hadn't wasted away on the Xbox. Now, it's going mainstream, bringing with it last season's graphical flavor and depth. In **March**, you can scout minor-league players for deadline deals, and watch players progress and slump throughout a campaign. You might even get to see the Giants blow the World Series. Again.

TIME LIMIT
16'33
SCORE
0000000
SWITCH
DESTROY ENEMIES
00/30

Evolution Snowboarding

HANDS-ON PREVIEW

At what point did the snowboarders of the world wish they were being chased by monsters down a slippery slope? Probably about the same time they decided to carry chains and sticks with nails in the end. We're not sure who the audience is for **Konami**'s new snowboarder, but we have a feeling it fits into the hyper-aggressive category. If you've ever dreamed of snowboarding with a weapon, you need wait no longer. It's out in stores **now**.

THE SIMS

HANDS-ON PREVIEW

Real life never felt so...simulated

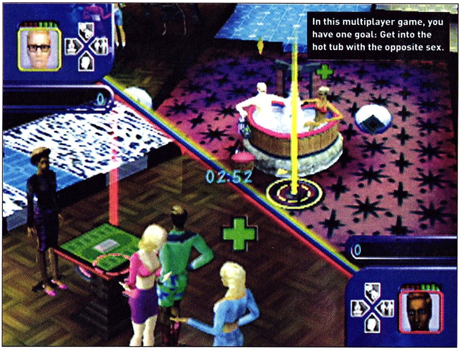
Many of us have a hard enough time managing our real lives—balancing fun and work, the opposite sex, creativity—but *The Sims* offers up every aspect of life's most banal moments in excruciating detail. Imagine you were a 27-year-old, but had to think—*really* think—about the things you were doing. You had to think about going to the bathroom, *then* you had to go to the bathroom, *then* you had to think about flushing the toilet, *then* you had to flush the toilet. Sounds tiresome, doesn't it? With *The Sims*, even a walk across the floor of your studio apartment might exhaust you.

Despite the necessary effort, **Maxis** and **EA Games'** PS2 debut of *The Sims* is quirky, challenging, and, with a little patience, a blast to play. After you've created your Sim, you find yourself living with none other than Mom. Is there anything more humbling than that? We think not. It's easy to foul things up, but you have to give this game a shot. Once you start playing, you'll see why.

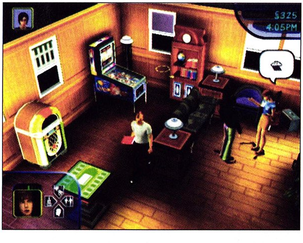
If you're a newcomer, prepare for your Sim to unhappily bang his own skull with his hands—'cause he's got problems, man. He's tired but can't sleep. He's hungry but can't cook. He has to pee. And he doesn't have a job. Keeping your Sim happy is like holding the attention of a kindergarten class with a *Citizen Kane/Dr. Strangelove* double feature. But, somehow, it's highly entertaining.

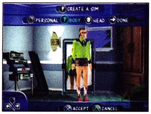
While the mission-based Get a Life mode will likely be the chief interest of most PS2 gamers (fix the television, borrow money from Mom, get a job, etc.), the two-player mode is where the real party begins. In one instance, you compete to see who can beg for the most food in a 10-minute game. Do you sweet talk the food-givers, tickle them, or just outright demand their grub? Since the Sims you speak with are like real people, any reaction is possible.

The Sims on PC meant you could play while *Photoshop*ping yourself into pictures with Nicole Kidman or surfing the Net to find discount tickets for your honeymoon to Qatar. In **January**, PS2 owners will find out if *The Sims* is fun enough to offer standalone entertainment on a console.



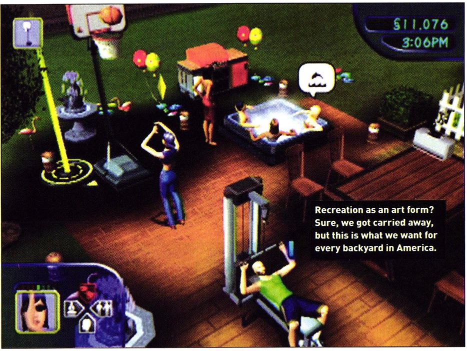
In this multiplayer game, you have one goal: Get into the hot tub with the opposite sex.



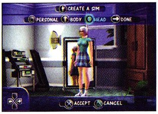


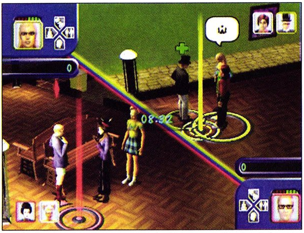
Dressing Up

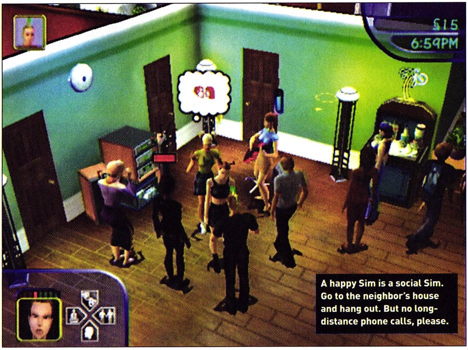
Creating your Sim (above) is the most empowering aspect of the game. You can unlock new looks while playing, but you've got lots to choose from at the start. Dress wacky or classy. Don cowboy boots or skin-tight shorts.



Recreation as an art form? Sure, we got carried away, but this is what we want for every backyard in America.





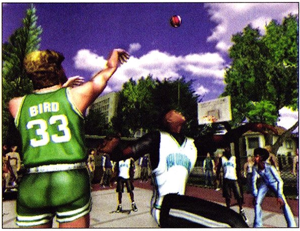


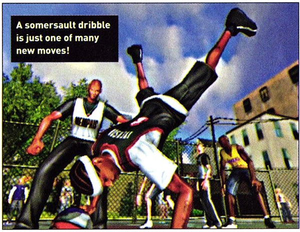
A happy Sim is a social Sim. Go to the neighbor's house and hang out. But no long-distance phone calls, please.

NBA STREET VOL. 2

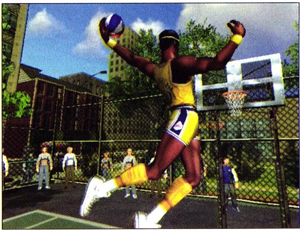
Are you old school?

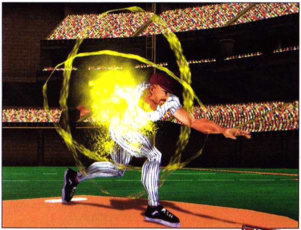
EA Big's first hoops game was a warm-up for the real thing, it seems. *NBA Street Vol. 2* is all about imagination. What have you dreamed of doing with a basketball? *Street 2* plucks the best elements of the original (gameplay, gameplay, and gameplay) and mixes in some serious old-school ballers like Dr. J, "Pistol" Pete, Wilt the Stilt, and other ex-NBAers with cool nicknames. Plus, it now supports four players, and you can play co-op on the same team. Humor and style mix with hoops, so you can bounce the ball off someone's head into an alley-oop! Tie up your sneakers for some serious street-ball action in **March**.





A somersault dribble is just one of many new moves!

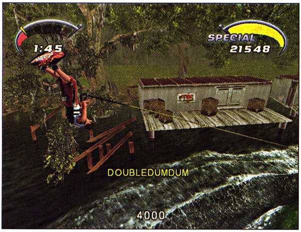


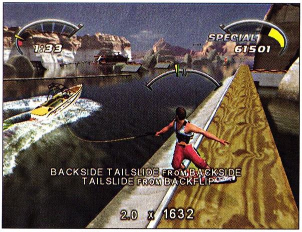


Crushed Baseball

FIRST LOOK

While *High Heat*'s got a five-run lead on all other baseball titles, the Angels proved last October that anything can happen. Enter **Bam**'s baseball title. It's the anti-sim, relating more to *SlugFest* fans than those looking for 1-0 pitching duels. *Crushed* has cartoony graphics, features women players (á la *Baseball Stars*' Lovely Ladies), and should fill the void for casual baseball gamers. We'll see if they can pull it off in **March**.





Shaun Murray's Pro Wakeboarder

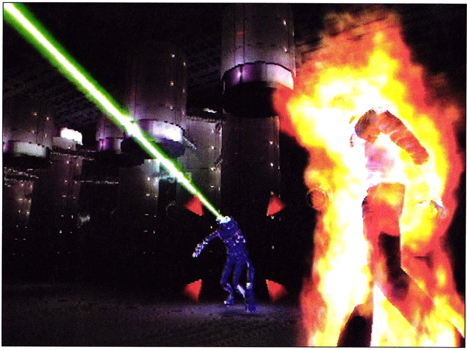
If you spent any time at a lake over the summer, you probably saw—and maybe even found out firsthand—why wakeboarding is quickly replacing waterskiing as the being-tugged-behind-a-boat watersport of choice. But are enough people familiar with it to make for a successful videogame? We'll know this **winter**, when **Activision** releases *Pro Wakeboarder*. We're interested to see how *Tony Hawk* gameplay pans out through such a linear setup.

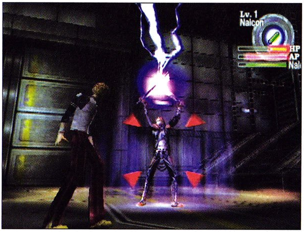
GALERIANS: ASH

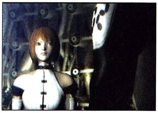
HANDS-ON PREVIEW

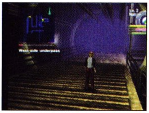
More medication than *Dr. Mario*

Crave jumped onto the survival-horror bandwagon back in 2000, with *Galerians* for PS1. Though the game never achieved the success of a *Resident Evil* or *Silent Hill*, **Sammy** hopes for great things from its **January** PS2 sequel. In *Ash*, you control Rion, a techno-organic construct with immense psychic powers (i.e., a Galerian). His goal: To defeat the Last Galerians, a group of similar beings led by a character named Ash who, much like *X-Men*'s Magneto, believes in the genocide of humanity. Rion's psychic abilities nicely substitute for firearms. With the mere power of his mind, he creates shockwaves, electricity, fire, and a defensive shield. Psychic Power Enhancement Chemicals (PPECs) source Rion's abilities; he injects them into his bloodstream, and his powers fade as the chemicals deplete. Complicating matters, the use of too many PPECs causes Rion to stumble around, psionically killing everything in his path—at the expense of his own life. Defeated enemies leave various shots and tablets to consume, and FMVs of Rion injecting his neck with a massive syringe make the game occasionally feel like a medical sim. Though *Ash* doesn't rely on monstrous snakes or skinless dogs, the game's violence and cyberpunk tone can leave a decided impression on your mind.









Survival Borer?

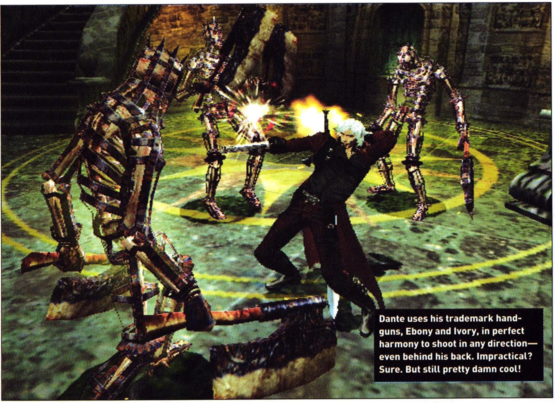
Remember all the tedious running around in the first *Galerians*? *Ash* seems to share this problem. Rion runs around vast, empty corridors devoid of random enemies for him to fight (most fall instantly, anyway, to one of Rion's whopping five total attacks), and scripted enemies are few and far between. With the exception of bosses, the only "fear" we encountered was that of another empty corridor.

DEVIL MAY CRY 2

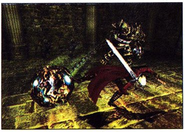
HANDS-ON PREVIEW

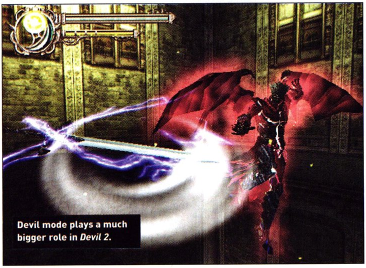
Different, but the same

To merely glance at the action in **Capcom**'s *Devil May Cry 2* is to know you're looking at the follow-up to one of the best games of 2001. That said, just a few moments of play with this sequel reveals it to truly be its own game. Dante is as cool as ever, back with his trademark sword/dual-handgun combo—only this time, he's got a different array of moves at his disposal. In addition to just about everything he could do before, Dante can now run up and along walls to reach higher heights, catch a new cast of undead enemies off guard...or just plain look like a badass. New battle maneuvers also maintain the sense of cool, with everything from new sword slices to new gun handling. (Our favorite: When he falls from the peak of his highest jump, Dante faces downward—as though diving into a pool instead of a slab of concrete—blasting away at any foe below.) The outdoor environments also add a richer sense of grandness to the gameplay, with everything considerably more wide open than the original. If anything disappointed us about the two opening missions, it's that together, they last only about half an hour. We have yet to see the second character, Lucia, in action, an element that makes us anticipate **January 28** even more.



Dante uses his trademark handguns, Ebony and Ivory, in perfect harmony to shoot in any direction—even behind his back. Impractical? Sure. But still pretty damn cool!





Devil mode plays a much bigger role in *Devil 2*.

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NCAA March Madness 2003	Electronic Arts	11/28/02
Total Immersion Racing	Empire Interactive	11/28/02
Evolution Snowboarding	Konami	11/28/02
Dragon's Lair 3D	Encore Software	11/29/02
Ghost Recon	Ubi Soft	12/5/02
Pro Race Driver	CodeMasters	12/12/02
NCAA College Basketball 2K3	Sega	12/12/02
Dragon Ball Z: Budokai	Infogrames	12/19/02
Butt Ugly Martians: Zoom or Doom	Vivendi universal	12/31/02
Malice	Sierra	1/1/03
The Sims	Electronic Arts	1/15/03
Midnight Club 2	Rockstar Games	1/24/03
Black & Bruised	Majesco Sales	1/30/03
Tomb Raider: Angel of Darkness	Eidos Interactive	2/1/03
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King of the Coliseum	bam! entertainment	2/21/03
Barbie: Treasures in Time	Vivendi Universal	2/28/03
Mace Griffin Bounty Hunter	Crave Entertainment	3/13/03
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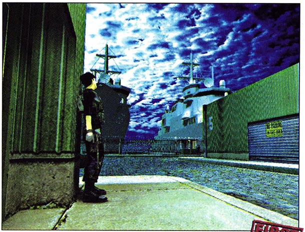
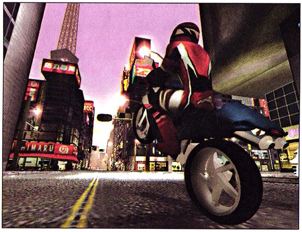
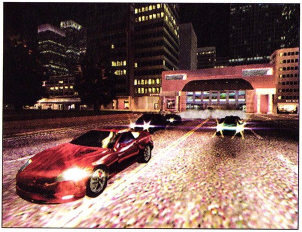


FIRST LOOK

Ice Nine

Ice Nine is based on an upcoming Al Pacino movie called *The Recruit*, but the different title is meant to exemplify that the game isn't another crappy licensed product—a rather sly move by **Bam**, we think. The game puts you in the role of a CIA operative who must figure his way through a massive conspiracy plot revolving around a virus known as Ice Nine. Filled with lots of stealth gameplay, we've heard that it plays very similarly to *Metal Gear Solid*. That has us anticipating its **spring** release.





Midnight Club 2

There's no grand theft involved in **late January**'s sequel to **Rockstar**'s hit street racer—but there are plenty of autos. In addition to illicitly zooming through the streets of L.A., Paris, and Tokyo with the expected assortment of sportscars—these things take some *mad* damage, so it's no wonder none are licensed—you can also race motorcycles, a *Midnight Club* first. The game retains its nonlinear nature, as you choose your races along with the course you take to win each one.

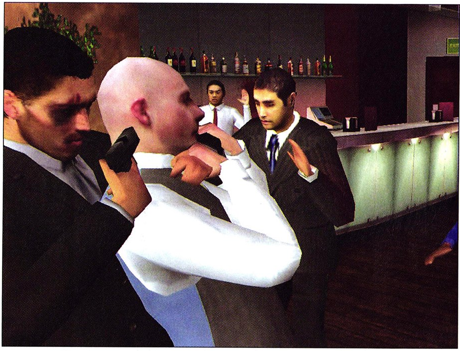
THE GETAWAY

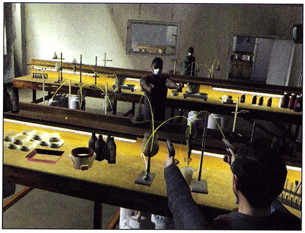
No, it's not like *Grand Theft Auto*

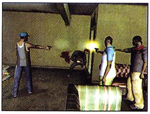
Yes, it does involve some driving. And yes, it does involve running around shooting at stuff. But, those elements aside, *The Getaway* is dramatically different from Rockstar's *Grand Theft Auto* games. For starters, it relies much more heavily on the unfolding of its story line. And while it offers some freedom for you to move around London, it's not put together in the same way that Rockstar's built its baby. What *The Getaway* does have in common with *GTA*, though, is a tremendously detailed scenario, as well as a similar look and feel.

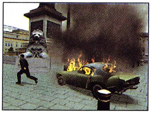
If you're a fan of Guy Ritchie movies, you'll get a real kick out of the gritty London gangster vibe that permeates every scene of the game. *The Getaway* was put together like a movie, and it shows. Alongside the clever brainiac programming and development by SCEE's **SoHo Studio** was a film production that made use of state-of-the-art motion capture, prosthetic makeup, and set design by movie-industry veterans who have worked on past *Star Wars* and Bond movies.

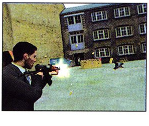
Next month, expect a huge amount of coverage in our cover story and on our demo disc, just in time for **Sony**'s **January** release of the game. In the meantime, enjoy these new shots.

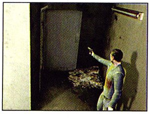


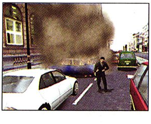












DEF JAM: VENDETTA

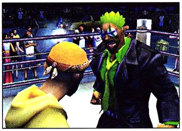
HANDS-ON PREVIEW

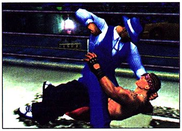
Y'all gonna wrestle some rappers, up in here

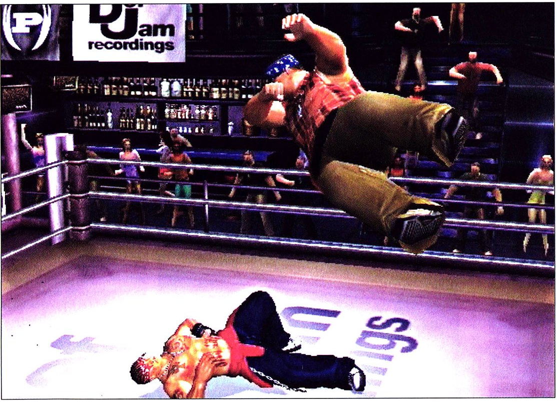
On the surface, the concept is laughable. We imagine a few **EA Big** execs had too much after-dinner port and started playing the non-sequitur game: "Let's make a game with ninjas and cooking!" "No, let's try farming and astronauts!" "I've got it! Rappers and wrestling!" Thus, *Vendetta* was born.

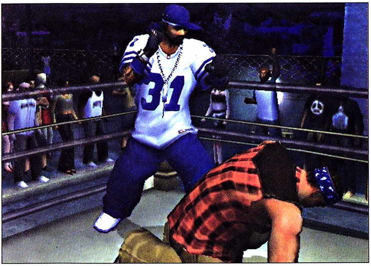
As difficult as it is to wrap your head around the concept—and as bad as the title may be—the gameplay rocks. Wrestling games like *SmackDown!* have lost their flair, and *Legends of Wrestling* is too slow. But *Vendetta* sells the sizzle, the steak, and the soundtrack on one fine canvas platter. The soundtrack features 15 songs, all from the game's hip-hop stars.

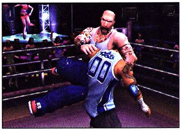
Each of the rappers (listed below) is a boss character, but en route to them, you must wrestle no-names who use martial arts or get you punch drunk on a knuckle sandwich. If you get far enough and survive the game's twists and turns, you've got a shot at the big bossman. Go for the pin this **spring**.






Def Jam recordings





Lineup

The final wrestling lineup includes Def Jam artists DMX, Ludacris, Method Man, N.O.R.E., Redman, WC, Capone, Keith Murray, Ghostface Killah, and Scarface. Christina Milian and Funkmaster Flex even show up. To the left, you can check out Method Man doing some hurtin'.

PlayStation 2
GREATEST HITS
CRASH
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PlayStation 2
EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence
UNIVERSAL INTERACTIVE

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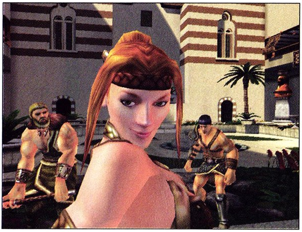
GLADIUS

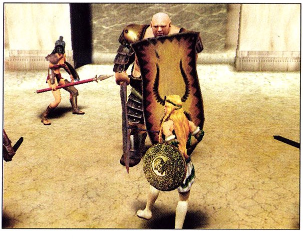
At my signal, unleash hell!

Imagine a turn-based fighting game or a tactical RPG with lots of one-on-one fighting. Then, mix it all up with a *Gladiator*-style theme and lashings of fantasy elements. Even with all of these images in your head, you're probably not even halfway to getting a proper grip on what *Gladius* is all about.

Developed as part of **LucasArts'** recent concerted effort to get away from doing "just *Star Wars* games," *Gladius* is certainly an ambitious project. The game takes you on what appears to be a fairly epic quest...but not in the traditional sense. If you could imagine the WWE circa 300 A.D.—with magic and lightning attacks and all kinds of craziness—you'd have a good idea of how things feel. Your band of gladiators travels from city to city fighting in giant arenas against all kinds of characters, many of whom you have the opportunity to recruit into your gang. The art style throughout the game particularly distinguishes *Gladius*, and from the early versions we've had the chance to play, the whole thing certainly looks impressive so far.

As we go to press, no firm release date has been set. When asked for one, a representative from LucasArts yielded the response, **"eventually...when it's ready."** It may be frustrating for us to have to wait an indefinite period, but it's great to see that so much care is being taken with the project.



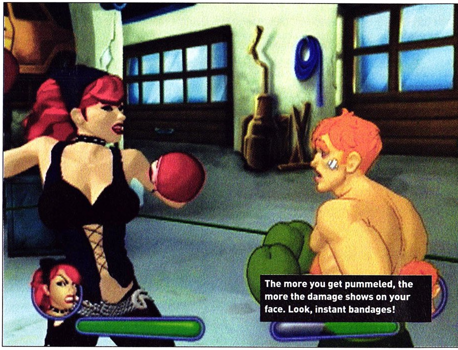


BLACK & BRUISED

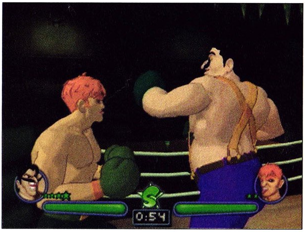
HANDS-ON PREVIEW

Punch-drunk love in cartoon form

If you're in search of a boxing game for all (á la *Ready 2 Rumble*), **Majesco**'s pugilistic pursuit is the answer. Each of the 18 cel-shaded boxers comes with a unique Story mode, and there are 18 different locations to fight in (all outside of traditional rings). The game is prettier than it is fun, but it's still worthwhile for button-mashing boxing fans. *Bruised* fights its way onto shelves in **early 2003**.

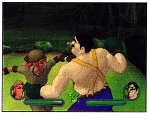


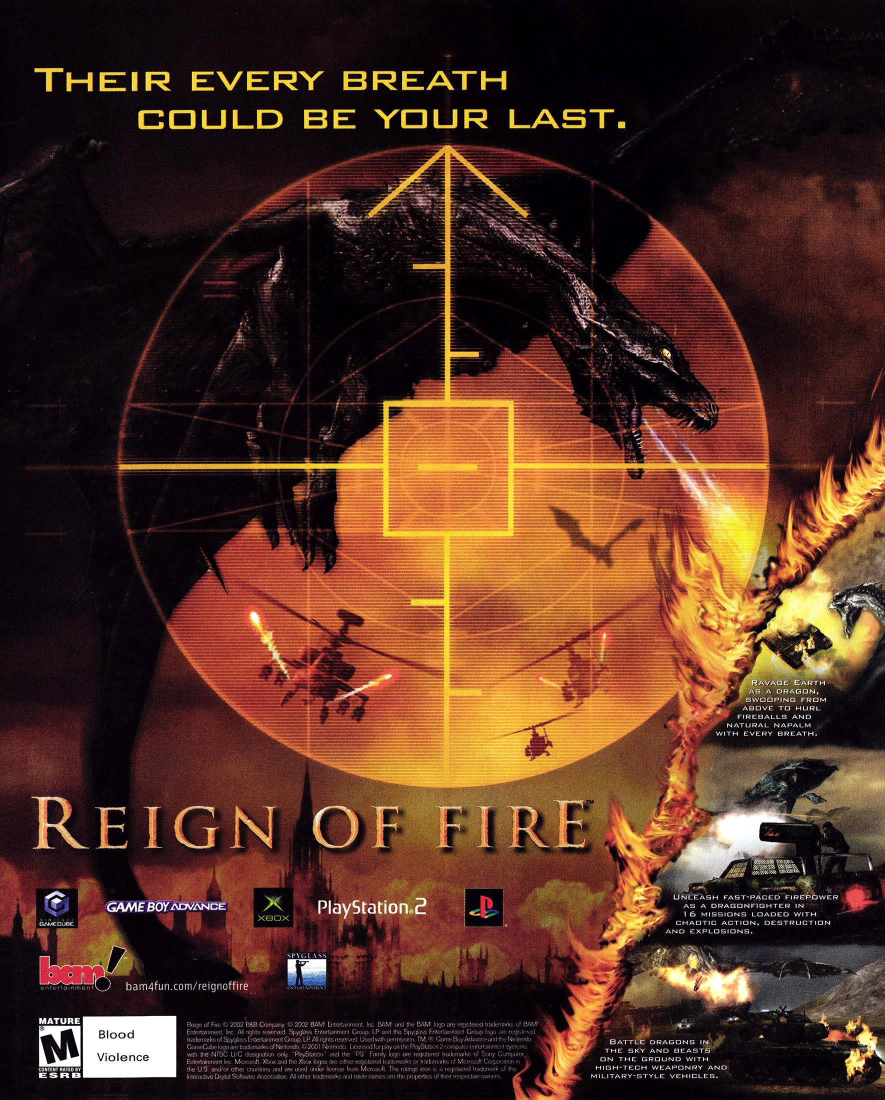
The more you get pummeled, the more the damage shows on your face. Look, instant bandages!



A Boxer's Life

Living a boxer's life in *Black & Bruised* isn't what we'd call traditional. Instead of training and working on your left hook, you're going to be drawn into a wacky world of hijinks, ballyhoo, shenanigans, and tomfoolery. All characters have a story that takes them to the oddest places. In one, the BloodRayne lookalike above has to defend her home from a robber. Instead of calling the law, she decides to beat down the offender—who happens to be wearing boxing gloves. How convenient!





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BATTLE DRAGONS IN THE SKY AND BEASTS ON THE GROUND WITH HIGH-TECH WEAPONRY AND MILITARY-STYLE VEHICLES.

MATURE
M
CONTENT RATED BY ESRB

Blood
Violence

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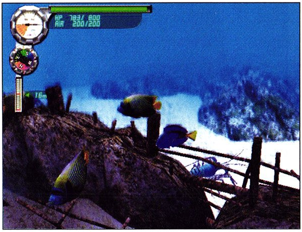
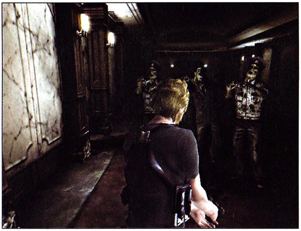
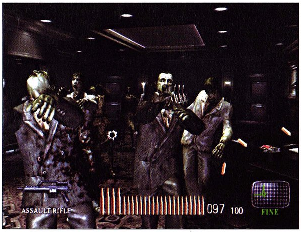


EverBlue 2

Recently released in Japan, **Capcom**'s *EverBlue 2* is the sequel to a deep-sea adventure game (circa 2001) that never made its way over here. Developed by **Arika**—the same guys who did the *Street Fighter EX* games—it takes place in the Caribbean Sea as you seek out treasures and earn money by taking pictures of interesting underwater sights. Watch out, though—the occasional sea creature might just wanna eat you. Will we see this one here? Possibly as early as spring!





Resident Evil: Gun Survivor 4

Although the third installment to **Capcom**'s *Gun Survivor* series was based around the *Dino Crisis* franchise (you know it as *Dino Stalker*), this fourth game returns to what made the previous games so popular (or, often, unpopular): zombie shootin'. Like *Stalker*, *Survivor 4* makes use of Namco's Guncon2 in an off-rails blastathon in which you control your character with the peripheral's D-pad. The game hits Japan this spring and may come here soon after.

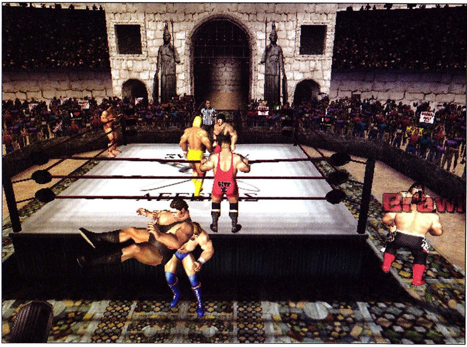
LEGENDS OF WRESTLING II

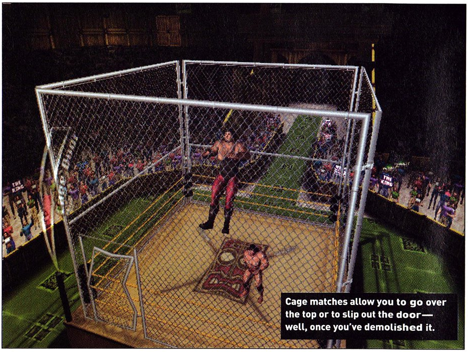
HANDS-ON PREVIEW

The golden age of wrestling returns...again

There's nothing quite like old-school wrestling. It was grittier than it was pretty, and the talent ranged from tirelessly flamboyant (Koko B. Ware) to brutally hick (Hacksaw Jim Duggan) to fat and gross (One Man Gang) to complete pretty boy (Kerry Von Erich). That style was offered in **Acclaim**'s first *Legends of Wrestling*, but it's perfected in this bigger, better, bloodier version. Choose from 65 wrestlers and pit them in new matches like eight-man elimination bouts, battles royale, and ladder matches. You can even take on Big John Studd in the $15,000 Body Slam Challenge.

This **holiday season**, you'll find a beefed-up Career mode, a more involved Create-A-Wrestler interface, and enough unlockable DVD footage to replace your Blockbuster night. Even if you don't care about wrestling, put this on your game-rental radar just to see the Hacksaw Jim Duggan interview in which he talks about a bolt from a ring post cracking his skull.





Cage matches allow you to go over the top or to slip out the door—well, once you've demolished it.

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Chaos Legion

What would you get if you fused *Devil May Cry* with *Dynasty Warriors 3*? Probably something along the lines of *Chaos Legion*, **Capcom**'s newest soon-to-be franchise for PS2. Based on a popular series of Japanese novels, the game offers impressive action sequences that allow you to mow down large groups of enemies while controlling allied characters who assist in the mayhem. It also features lots of RPG-like stat-building elements. Japan gets it in spring, and we *should* see it soon after.

月光の七賢
□会話
渋谷光
福沢栄二
清水次郎
有馬桜子
高倉かりん
元宮あかね
平勝真
北

元宮あかね ：日が暮れちゃうね・・・
有馬桜子 ：ちょっといい感じかもw
清水次郎 ：早く行こうよw
元宮あかね ：そねw
清水次郎 ：・・・ま いいか

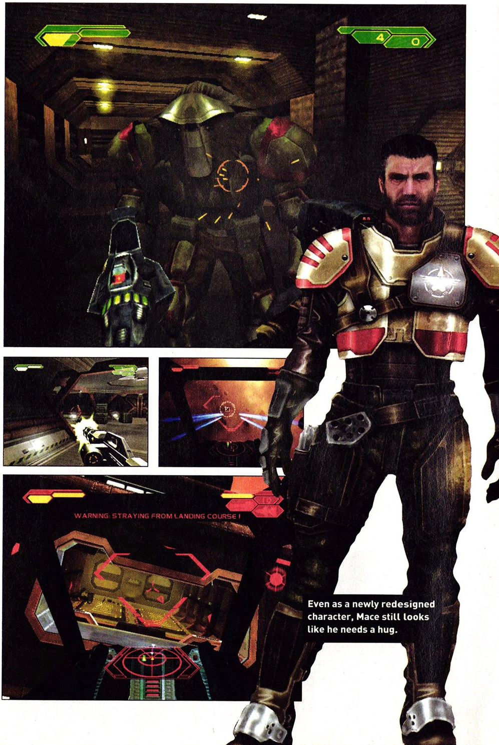
Nobunaga Online

Set in 16th-century Japan, this massively multiplayer online RPG from **Koei** allows thousands of people to get online and interact with one another in a game that looks somewhat similar to the *Dynasty Warriors* titles. It allows you to choose from one of seven jobs, such as samurai, priest, blacksmith, or ninja, and has you team up to battle enemies of varying size and species—not unlike you would in *EverQuest*. *Nobunaga* invades Japan in the spring.

MACE GRIFFIN: BOUNTY HUNTER

That other *Bounty Hunter* game

Now that Crave Entertainment has moved its focus to the $19.99-and-under market for console games, some of its hottest properties will be published by other companies. Recently, Vivendi Universal acquired *Mace Griffin: Bounty Hunter* for release through its **Black Label Games** division. With new ownership comes a new character design for the eponymous main character, though the promising first-person shooter many buzzed about at E3 remains largely intact. Primary action takes place in typical ground-based style, but developer **Warthog** varies things by including a fair number of space battles—and the transition between the two gameplay styles is seamless. *Mace*'s "rag-doll IK system" means enemies react in a realistic manner when you shoot them with one of your 10 weapons—they slam into walls or crumple like a (you guessed it) rag doll. The game, which also boasts high cinematic values and a deep story, hits stores this **March**.



Even as a newly redesigned character, Mace still looks like he needs a hug.

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SMACKDOWN.
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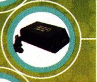

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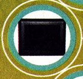
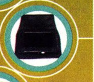


1x TFT LCD COLOR SCREEN



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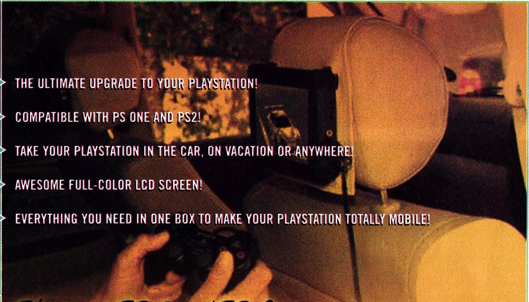

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MONSTER

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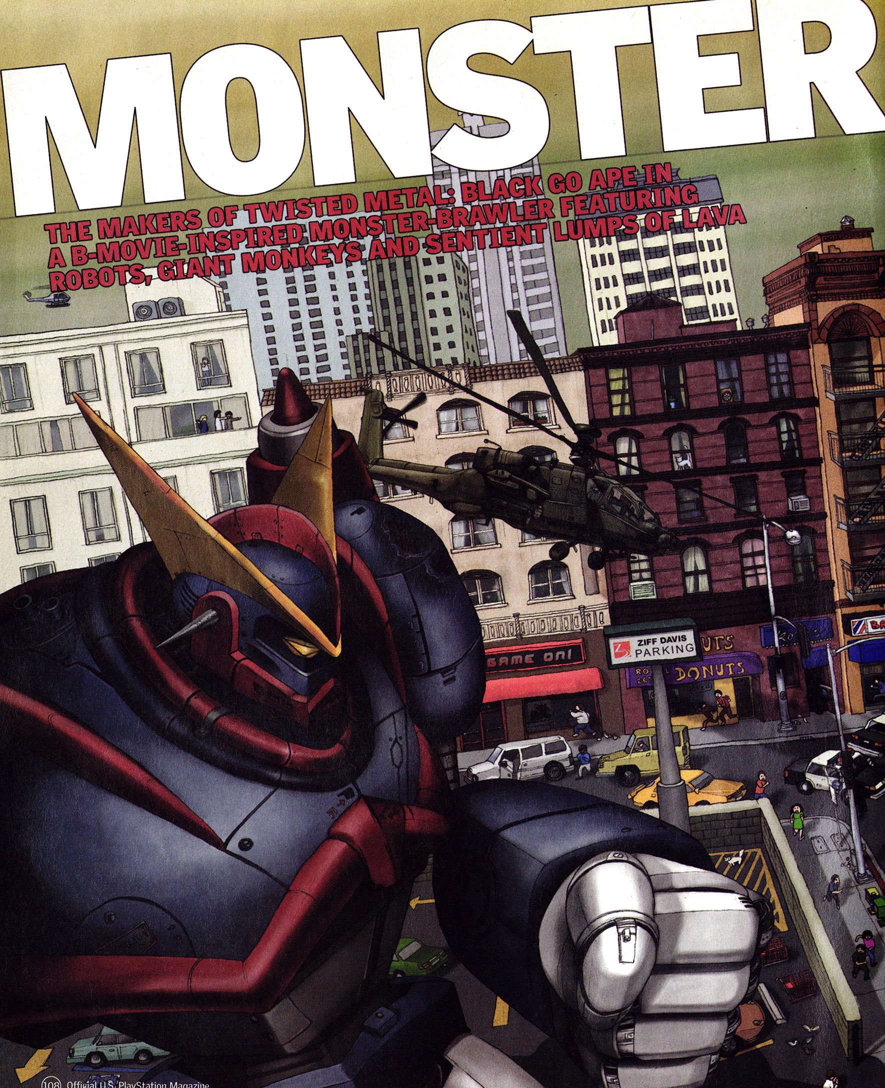
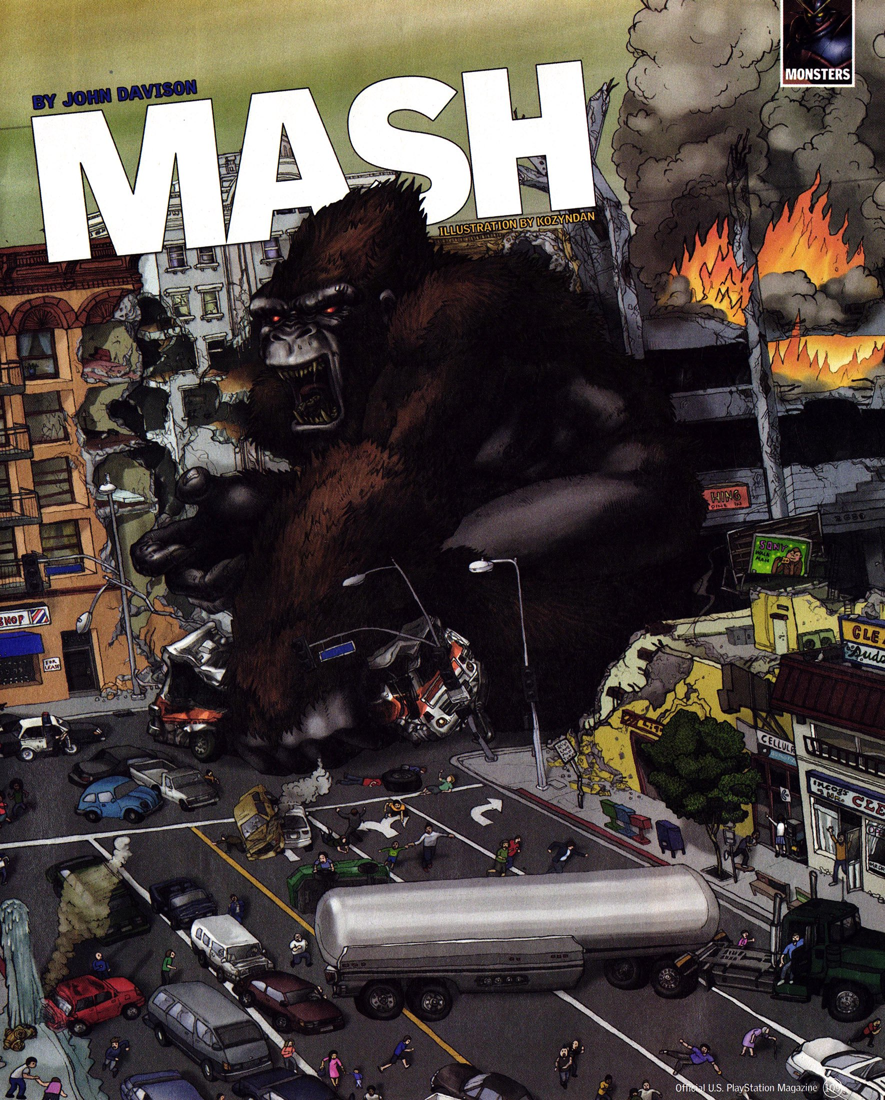

ZIFF DAVIS
PARKING
GAME ON!
DONUTS
UTS

BY JOHN DAVISON

MASH

ILLUSTRATION BY KOZYNDAN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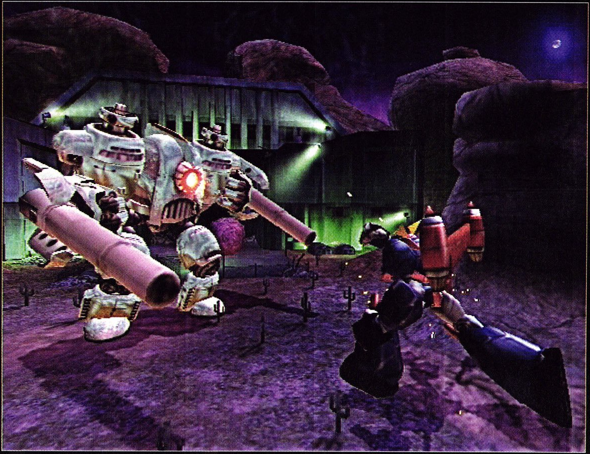
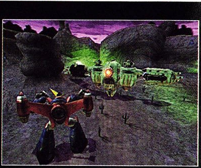
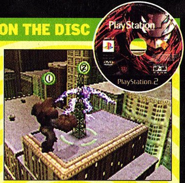




Boss fights are all pretty lengthy encounters and always happen in multiple stages. First, you wear down your enemy a little and he'll change the way he attacks multiple times before you finally finish him off.

ON THE DISC



Look for either a sharp stick or a radio antenna (you'll find the antennas on top of buildings, obviously), and hit the Circle button when it lights up green. Lock on to your opponent with R1 and L1, and when you think you can make the shot, hit the Circle button to throw your nice, new, pointy-ended weapon at him. Whereas most objects just cause a little damage, sharp objects will impale your prey. With the projectile stuck through his middle, your enemy will have to struggle for some time to pull it out...and while he's doing so, he can neither attack nor defend himself. Zap him with range attacks as you run toward him and then unleash whatever combo you prefer to do maximum damage.

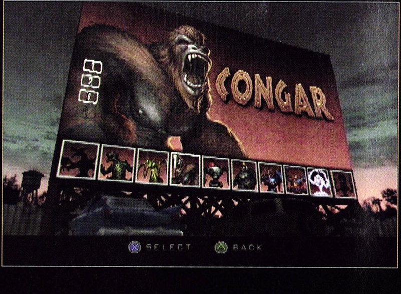
Big monsters smashing stuff up. Considering the enormous potential this relatively simple concept has, it's surprising that it's not used more often in games. In fact, it's pretty rare in movies these days, too. Fortunately, the guys at Incog, the team responsible for *Twisted Metal: Black*, are helping to push through something of a smash-up renaissance. "Funnily enough, that was one of the big aspects we discussed early on," says Mike Giam, the creative director at SCEA Santa Monica. "Our game is neither a parody nor an homage, but rather our attempt to capture the spirit of those great old movies and cartoons," he smiles. "In a sense, we wanted to deliver something along the lines of what the *kaiju* and giant robot anime would have been like if the original creators had had our technology available. I'd love it if our game inspired more of them—heck, I'd kind of like it if someone wanted to make a movie based on our actual game (hint, hint)! I can see it now: big-budget movies, T-shirts, toys (especially jumbo-machines, like the old Shogun Warriors), Saturday-morning cartoons, breakfast cereals, shoe endorsements, a sports franchise..."

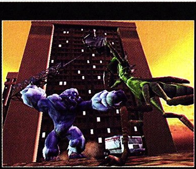
It's safe to say that the concept is something the team has always wanted to work on, then? "Yes, it is," admits Giam, "but I didn't know it. While it was never on my 'games I must make someday' list, as soon as I got a chance to be part of it, it took form very quickly in my head. In my past projects, such as *Jet Moto* and *WarHawk*, I always had this handful of scenes and feelings that represented the essence of the game, and if the game naturally created those moments, I knew the game worked. *War of the Monsters* was no different. There are these moments...not necessarily the big show-stoppers, but little, simple things I really wanted to see in the game, and thanks to the great work of the guys at Incog, they are now part of a great game experience."

Dylan Jobe, the game's producer at Incog, is equally enthusiastic. "There was a total lapse in the 'Big Monsters' videogame category for a long time, and we absolutely loved the genre. We were stoked to have the chance to produce a game that might fill that void."

MONSTER FIGHTER?

So, how would the guys on the team categorize the game? Since it was quietly debuted at E3 in May, observers have been struggling to define just what *War of the Monsters* represents. Is it a fighting game? "We're always asked this question," Jobe replies. "We didn't start out





saying 'we're going to make a fighting game' or anything like that. Really, we just wanted to make a fun game about big monsters beating the hell out of each other, like in the movies. So, I guess we initially started off down the general action-genre path, but as time went on and the game's combat systems became more and more refined, it was clear that we had a full-blown fighting game on our hands...and thankfully not just another 2D rehash!"

"I hate to be evasive," Giam admits, being evasive, "but I cannot really categorize this game that easily. I feel like this is the first step toward a whole different breed of action-combat game. Yes, there are some traditional fighting elements in there [like] combo systems, counters, etc., but that's only a small part of the overall gaming experience."

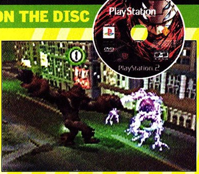
"The unprecedented level of environmental interaction and creative object-use combined with our unique camera system lets players fight however they want," he enthuses. "It really is free-form combat. We did not aim to provide the player with a billion moves. Instead, we wanted give more creative options, like a choice between different combo strings, and the ability to use debris as a shield, to impale an opponent with a radio antenna, to use steel girders as a baseball bat, 'throwable' gas trucks that explode, and power transformers that carry electric shocks. Rather than force a memory test of button presses, *War of the Monsters* challenges the player to use their imagination in conjunction with the environment to come up with as many ways as possible to use everything we offer them." Check out the demo on this month's DVD to try some of these for yourself.

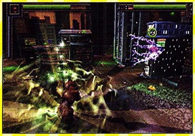
When pushed on influences from other games, Jobe names a short list. "There weren't too many games similar to what we were trying to do with *War of the Monsters*, but there were a few games that influenced us along the way. We looked at *Powerstone*, *Super Smash Bros*, the classic Capcom fighters (of course), and *Unholy War*." How about the SNK classic *King of the Monsters*? "*King of the Monsters* was a really fun game and many people made a quick connection between *War of the Monsters* and *King of the Monsters*. But to be honest, we didn't really reference that game very much during our production."

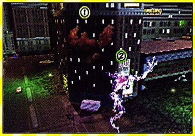
Giam's list is somewhat longer. "Besides classics like *Rampage*, I personally looked at everything from *Powerstone* to *DOA2* or *Tobal* on PlayStation, to the N64 wrestling games from Aki. I even went back to my vault and pulled out a few hidden gems, such as Treasure's *YuYu Haksho* game for

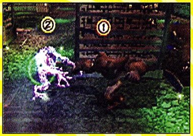
> **"We just wanted to make a fun game about big monsters beating the hell out of each other."**

ON THE DISC







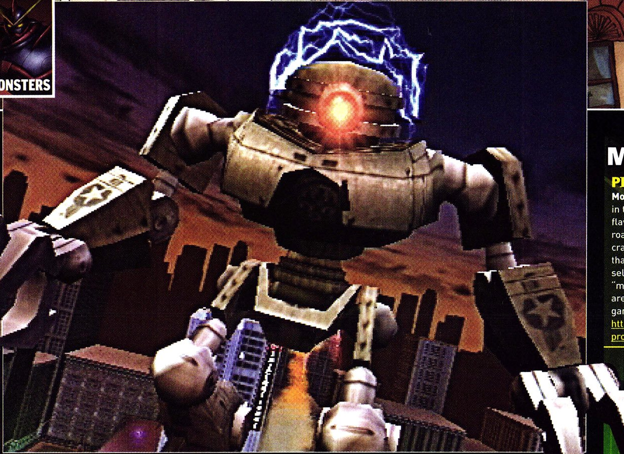


The control system is fairly simple, featuring just two attacks and a grab, but there are numerous combos you can unleash on your opponent. Try tapping Square twice, followed by Triangle when you get in close to your opponent. Experiment with different button combos along with joypad directions and double-tapped directions. You can find tons of combos to suit your combat style.

As you fight, or as you collect blue items in the level, your energy bar will increase. When it starts to flash, you can unleash a special attack. Get in as close as you can to your opponent (try not to deplete your energy reserves with a range attack, or this won't work) and hit the Square and X buttons together. This will unleash a devastating special attack that looks pretty darn spectacular!

Walk up to a building and hit the Circle button. Your character will grab onto the walls and cling on like Spider-Man. Moving around gives you the complete freedom to zip around on the vertical surface. When you reach the top, you'll automatically jump up and land on the flat surface. There's very often cool stuff on top of buildings that you can throw at your opponent for added fun.

If a pointy object skewers you, don't worry too much, because all is not lost. Mash on the joypad buttons as fast as you possibly can, and your monster will rip it out and then wield it as a weapon himself. If your opponent gets to you first and hits you hard enough to make you fly across the city, the skewer will fall out on its own. Skewering is a great tactic to disable your opponent. Use it wisely.



Megadrive, *Poy Poy* on PlayStation, and the old arcade game *Wrestlefest*. I even started videotaping sumo wrestling and watching tapes of football linemen going at it, to get a sense of what powerful behemoths in motion should feel like. Given that there was nothing we could draw directly from for our game, in the end, nothing was off-limits."

"I consider myself kind of a student of design, constantly learning," Giam continues, "so I have a tendency to remember and revere most of the classics, like *King of the Monsters*. The funny thing is that from my end, I ended up paying less attention to other games than I did to classic *Ultraman* tapes and giant-robot fighting anime for inspiration."

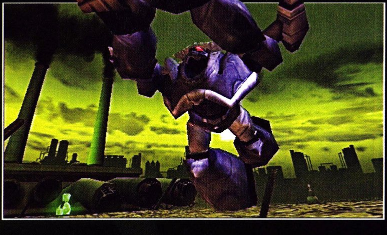
MULTIPLAYER FUN

Check out our review on page 118 for a more critical look at the game, but it must be said here that the best part of *Monsters* is the two-player game. "The most unique aspect of multiplayer *Monsters* is in the way our camera system allows players to have more freedom than to fight either just from a distance or just close up," Giam explains as we discuss the finer points of kicking ass. Aside from the immense satisfaction gained from smashing a 100-foot monster through a building, what really impresses players is how easy it is to control your monster, and how effectively the camera system portrays the action.

"Players can move in and engage in 'monster-cam' on a single screen, but if things are going badly, they can retreat into splitscreen, using a chase camera that works very well with a more projectile-style ranged gameplay," Giam explains.

"As you and a buddy are beating the hell out of each other, it is just pure enjoyment to see how your battle has carved out so much destruction," Jobe enthuses. "It's great to see the level basically erode over the course of the battle. But it's not all about eye candy. The sheer fact that the levels are so destructible allows for nearly endless replay value. *Monsters* gives players true freedom to run, jump, climb, and in some cases, fly. So all of the level destruction actually alters the way a level plays in the early-game, mid-game, and late-game stages of a battle."

When pushed on favorite multiplayer battles, Jobe is quick to respond. "One of my favorite environmental 'tricks' is in the Atomic Island level. You can cause the nuclear reactors to vent goo into the center of the level, which causes a devastating



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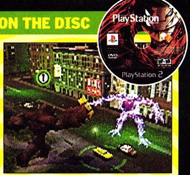

When you first start a game in the demo, look around on the ground. See the cars driving by? You can pick them up and use them as weapons! Cool, huh? Walk toward a yellow cab, and when it flashes green, hit the Circle button on the joypad. With the cab in hand, you now have a number of options open. Using either of the attack buttons (Square or Triangle) will turn the cab into a melee weapon. Hitting the Circle button will throw the cab.

There are lots of items in the game that you can pick up and use, whether it's rubble, bits of scenery, or vehicles. Look out for stuff that flashes green and has a broken circle around it. You can even grab your opponent— if you can get close enough!

MONSTERS, INC.

PICKLED ONION SNACKS

Monster Munch: This popular corn snack in the U.K. comes in a variety of different flavors: flamin' hot, pickled onion, and roast beef. As you'd expect from those crazy Brits, it's the pickled onion flavor that's most popular. The snacks themselves (described as being made from "maize") are shaped like monsters and are about five times the size of your garden-variety Chee-tos. http://walkers.corpex.com/cr15p5/products.asp?snacktypeid=30

THE MAJESTY OF ROCK, THE PAGEANTRY OF ROLL...

Monsters of Rock: Announced back in 1988, the Monsters of Rock tour was the first traveling festival of its kind in the United States. Each show lasted nearly 10 hours and kicked off with Kingdom Come, followed by Metallica, Dokken, and the Scorpions, and ended with Van Halen. The festival paved the way for events like Ozzfest today.

TEENY-TINY MONSTERS

Monster in My Pocket: Popular collectible toy in the '80s and early '90s, these were, funnily enough, monsters that would fit in your pocket. Essentially, they were relatively badly molded plastic representations of "famous" monsties like werewolves and kraken. Think little green army men, only really ugly. http://www.toyarchive.com/MIMP/MonsterInMyPocket.html

SIXTY BUCKS FOR A VIDEO CORD!?

Monster Cable: The finest cables you'll ever pay a large amount of money for. It may seem like a lot of cash, but if you have a cool HDTV, you could do a lot worse than to splurge on a Monster PS2 component video cable. It's $60, but the picture you'll get is unbelievable. Check out their audio cables, too...the differences between the Monsters and the cheapies from Radio Shack are easy to tell! www.monstercable.com

GET A JOB, YOU LAZY SLOB

Monster.com: A survivor of the big dot-com crash, www.monster.com is still one of the best ways to hunt down a job online. Check out the résumé-matching service, especially if your field isn't too specialized (like, for example, working in the videogames industry).

IT'S DELICIOUS

Muenster Cheese: Muenster cheese has an edible orange rind with a white interior. It is semi-soft and creamy, and has tiny holes. Great for melting on stuff.

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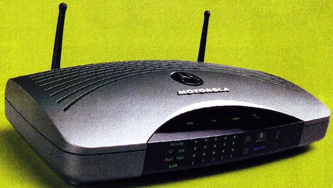

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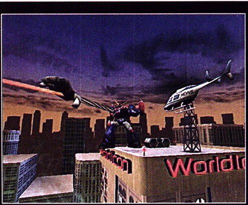
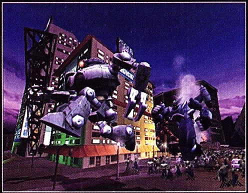
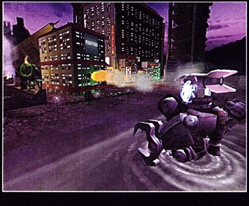




environmental hazard you can throw your opponent into. It's always so sweet to stun your buddy, grapple him, punch him a few times, and then throw him into the goo! He'll fry like a piece of overcooked bacon...it even makes a sizzling sound as he takes damage!"

"If you go to the trouble of snatching up the military gear—tanks, missile launchers—they can be fired like a giant gun using the light/projectile attack button at long range," Giam explains enthusiastically. "A lot of the environments have built-in hazards that double as 'environmental weapons' if you can figure out how to trigger them. These are not dinky little popgun effects, either. Incog really worked some big-time magic on the environmental effects here. I hesitate to spill the beans, but let's just say that we're not talking *A-Team*, we're talking *ID4*, *Deep Impact*, and *Armageddon*-type stuff. They really outdid themselves on the cool scale this time."

Given the popularity of multiplayer modes in games like *SmackDown*, many observers comment when they first play *Monsters* that it "feels" like it ought to be more than a two-player game. It isn't, though. You can introduce CPU-controlled combatants into a two-player game, but you can only have two "real" players at once. Was something with more of a party vibe ever considered? "If we went to four players, we would've most likely had to support a four-player split, or keep a con-



BEAST MASTER

PICK YOUR MONSTER, JUST BE MEAN

ULTRA V

"Ultra V was an archetype we knew we just had to have," explains Mike Giam, the creative director at SCEA Santa Monica. "To have an all-star lineup of monsters without a character that evoked the giant robot anime of the past—like Great Mazinger, Brave Raydeen, GettaRobo, or Grandizer—would have been unforgivable."

AGAMO

"Agamo began his existence as a stone creature whose head looked uncomfortably like that of Cookie Monster from *Sesame Street*," jokes Giam. "He went through numerous incarnations, combining rocks, moss, and various shapes, and while many possibilities were explored, most did not seem to fit the tone of the game. Eventually, we went from the more blob-like pile of rocks to a lanky form with an Easter Island-style head. That last bit seemed to serve as a point of inspiration. Suddenly, Agamo was no longer a rock golem, but rather a stone idol."

MAGMO

"Magmo is our biggest monster," Giam tells us. "He has four powerful arms for pummeling, and a special attack that repeatedly smashes its target with lava bombs, bouncing the victim around like a ping-pong ball."

"Magmo was actually one of the toughest to pin down," Giam continues. "Since the concept was so cool visually, we knew we wanted it, but balancing the idea of being sentient lava and being physically powerful was quite a challenge. I remember reading somewhere that great character designs should have distinct shapes, recognizable just from their silhouettes, and Magmo certainly fits the bill for that one!"

TOGERA

"Togera is our reptilian sea monster," Giam smiles. "He's a spiny gargantuan awakened from his long dormancy by fuel leaking from a crashed UFO. We went through several disparate sea-creature designs during the course of the game (one of which ended up as an alternate skin for another), but in the end, the best design we got was the result of Koji Saito of SCEI. He and others at SCEI gave us great feedback on the game and monster design, and it was from some of his people's excellent concept art that Togera was born."

CONGAR

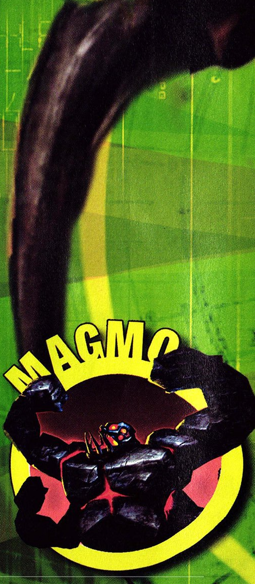
"Congar is our crazy mutant monkey, and is a very well-rounded monster. He's good in hand-to-hand [combat], and has a pretty decent projectile attack," Jobe says. "His Sonic Roar special attack is excellent. It's of shorter range, but does major damage, and has the added ability of blasting through buildings as if they weren't even there!"

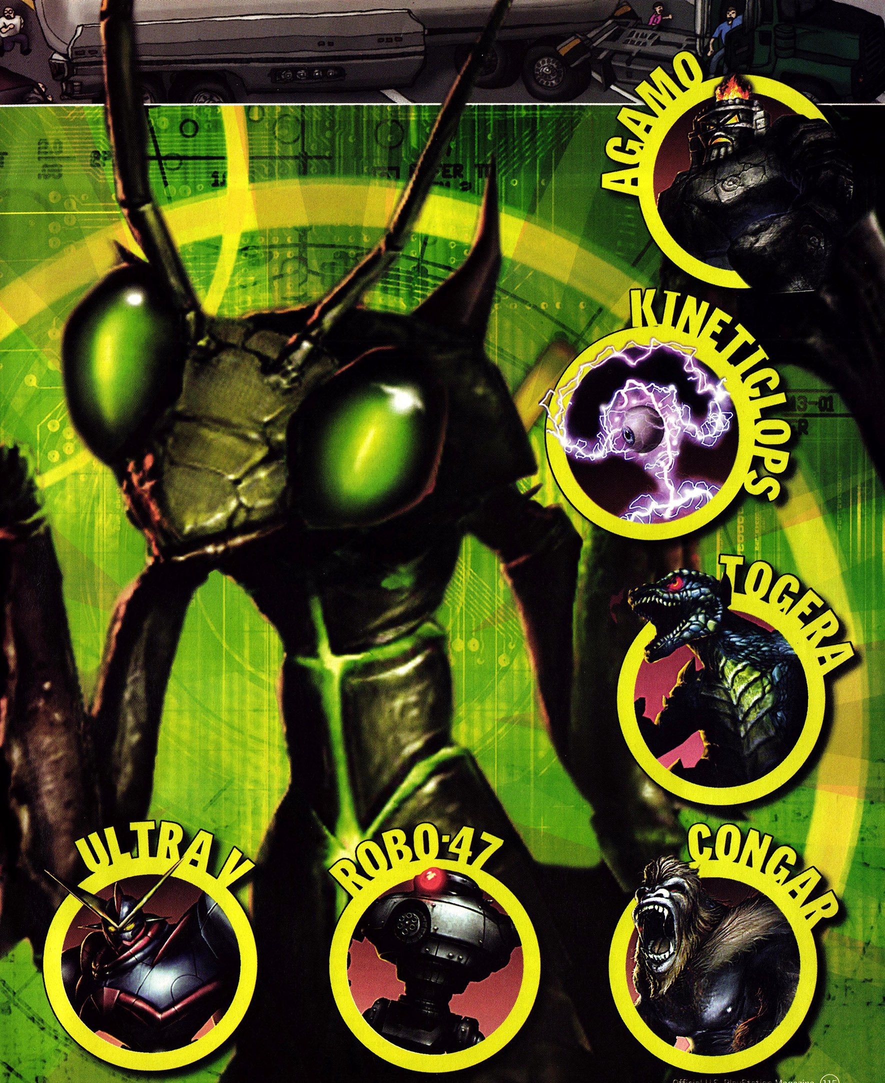
ROBO-47

"Robo-47 is your classic military robot," Jobe explains. "Like Congar, he's well well-rounded. He has a huge machine gun in his chest that's capable of the fastest rate of fire in the entire game. His hand-to-hand attacks utilize a variety of robot weapons, like expandable hammers, drill bits, and titanium spikes! Robo-47 also has a vintage special attack...he is, after all, from the 'atomic age,' so what robot would be complete without an atomic bomb! Robo-47 can launch his nuke across an entire level. It has homing [capabilities], too!"

PREYTOR

"Preytor is our huge mutant mantis," says Dylan Jobe, the producer on the game at Incog. "The one element that separates Preytor from the rest of the monster roster is her jump/flight ability. Although she isn't the best flyer in the game, she still can get around the level better than most monsters. Preytor's hand-to-hand style is very fast with an arsenal of blade strikes and slashes."




AGAMO
KINETICLOPS
TOGERA
ULTRA V
ROBO-47
CONGAR

GAME ON!
PARKING
DONUTS

stantly unified camera. In the case of a four-player split, it would have been very difficult to see, and really would've hurt the gameplay in exchange for simply having that '1-4' label on the back of the box. As far as using a single, unified camera goes, that would've shortchanged the projectile aspect of the game, which is much stronger with the chase camera at a distance. The decision wasn't just about looks—it was also about gameplay."

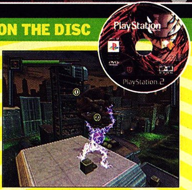
THE FUTURE

What's next for the *War of the Monsters* team? With *Twisted Metal: Black*, the progression was to build an online game from the foundation of the multiplayer aspects. Is that something we can now expect from Incog again? Does the game even lend itself to online play, or would it require a major reworking? We'd certainly love to see something. "I'd love to someday see a multiplayer online mode, but the key thing for us was to make sure we got the game right before expanding its scope," Giam explains. "If you look at SCEA's products, like *SOCOM U.S. Navy SEALs* and *Twisted Metal: Black Online*, you'll see that the games are not simply, 'Here's this game, and oh, by the way, your opponent is in another room.' They really bring an entirely different experience than what you get when playing offline. That's the way I want *War of the Monsters* to be."

"When the time comes for us to go online, that'll be a whole new ball game designed to make that game the best it can be, whether it's online or off," Giam continues. "I guess the short answer is that the current design is built to be played offline. Rest assured that the next time SCEA Santa Monica and Incog give you an online experience, it won't just be some quick online 'port.' It'll be a lean, mean gaming experience designed to bring you an experience like nothing you could get offline."

Let's hope it comes soon.

ON THE DISC



We asked the guys at Incog to give us some cool stuff for you to try in the demo. The game's producer, Dylan Jobe, gave us the following: "One of the aspects about the game that we hope players pick up on is the fact that our combat system is designed to be totally integrated with the environment and the ensuing destruction. For example, a traditional fighter might have a combo that is something like 'light punch, heavy punch, left and heavy punch.' In *War of the Monsters*, we certainly have those types of simple combos, but the more exciting combat setups and combos are the ones that utilize the environment destruction like this:

"Pick up a steel girder and use it to smash your opponent by pressing Square, Square, Up, and Triangle (a stun hit that dizzies your opponent). Then throw the steel girder with the Circle button. Then, grapple him by pressing the Circle button again, and throw him straight up into the air by pressing Up and the Circle button. As your opponent is dropping back down, double-tap Forward and Triangle to perform a ram attack. This will send him tumbling across the level, smashing into buildings and taking even more damage!

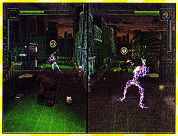
"Now, of course, that is one of the more complex setups, but with the way our combat system is designed, coupled with the constantly changing level destruction, there are nearly infinite styles of both simple and complex combos.

"Another aspect about *War of the Monsters* that we are particularly proud of is our unified camera technology. Players can freely roam around a level, gathering power-ups and throwing cars and chunks of concrete at each other, and then seamlessly transition into hand-to-hand combat, cross-fading from two views to a single, traditional fighting view...that's just absolutely wicked! The fact that *War of the Monsters* gives players full 3D freedom when they're battling is one of the coolest things about the game."

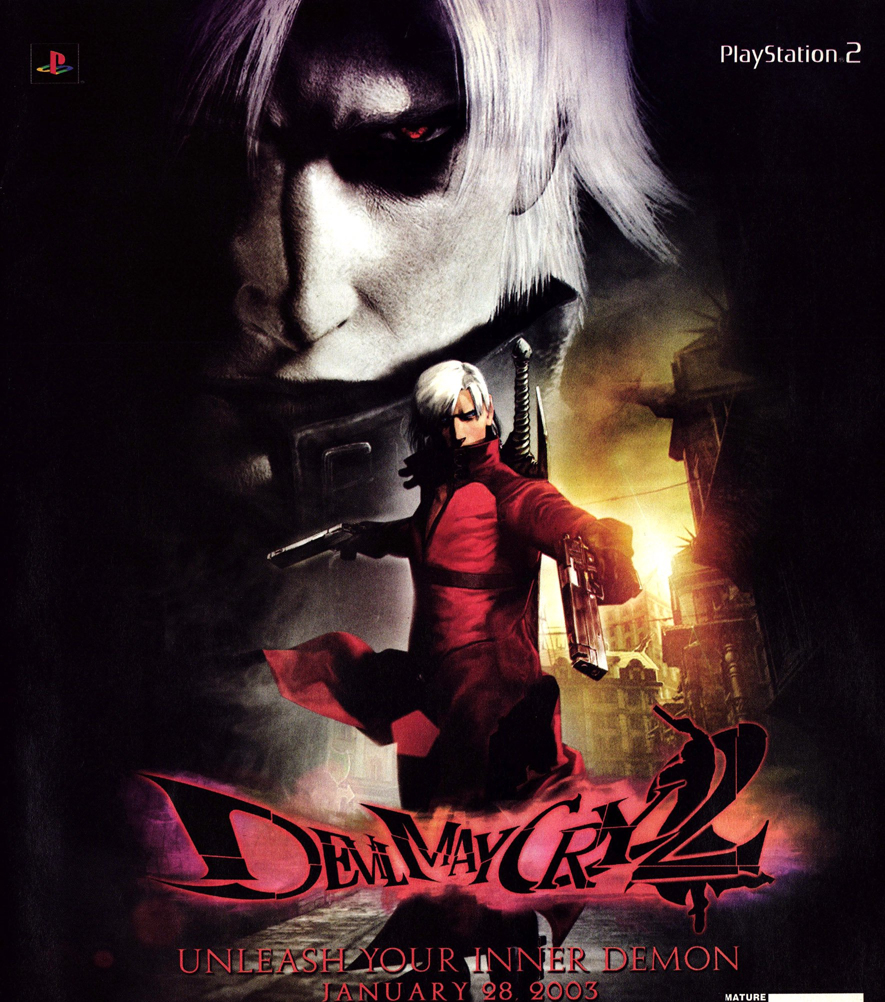
Now, go and work out your own cool combos. Don't forget to use the scenery as a weapon!

Locking on to your opponent is a vital tactic. To do this, simply hold R1 and L1 together and you'll face your charge. This is particularly useful when you're going to throw something—but it's also very effective when using your ranged attack. Check the blue energy bar in the corner. If you're not standing near your enemy when you hit the Square button, you'll use some of this energy to fire your range weapon. With Congar, it's a sound wave as he roars; with Kineticlops, it's a beam of energy. Although these attacks don't do an enormous amount of damage, they're good for wearing down your opponent.

The blue blobs in the level give you energy, the green blobs health. Look out for icons that look like the symbol for radiation. Picking these up will top off your reserves of either health or energy much faster. In a two-player game, knowing where these spawn will give you a tactical advantage.



Are you getting completely destroyed in hand-to-hand combat? Don't forget to block! Hold the R2 button and your monster will defend himself. This works particularly well in breaking up your opponent's combos. Also, try hitting either of the attack buttons while holding R1 to parry your enemy's punches.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Blood
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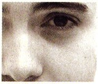
THE **FINAL SCORE**

●●●●●

We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre, and 5 is superb. Get it?

Monster-sized critics

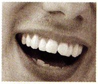


JOHN DAVISON
The newly shaven-headed boss has been wandering the halls declaring, "I'm a monster, grrr!" He takes games too seriously.

GARY STEINMAN
Gary resolves to play every RPG that comes out in 2003. He also resolves to "get out more often." Seems his resolutions are in conflict.

JOE RYBICKI
Joe and his girlfriend marked their one-year anniversary by staying at a "haunted" hotel. The ghosts were also on vacation, apparently.

CHRIS BAKER
C-Bake started playing *Madden* online this month only to discover that no one really plays *football* there. Going for every 4th and 20? Sheesh!

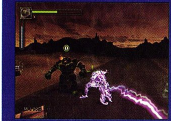


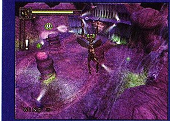
TODD ZUNIGA
For the second month straight, it's been *Vice City* all the time for Zuni, except for when he takes breaks for *NHL 2K3* and his Blues.

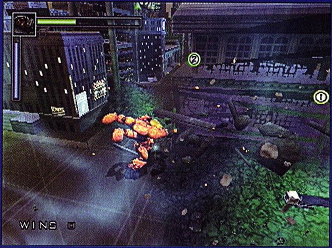
SAM KENNEDY
This month, Sam was in old-school gaming heaven with *Contra* and *Rygar*. Now, he's just waiting for *Castlevania* for PS2. It's almost here...

WAR OF THE MONSTERS

It came out of nowhere







Publisher SCEA
Developer Incog
Website www.playstation.com

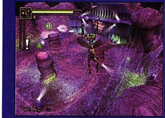
Hopefully, you've already read this month's feature—and, more importantly, had a chance to check out the *War of the Monsters* demo on the DVD. If you haven't, it's worth popping the disc into your PS2 *right now* and playing around to get a feel for it. Although the demo features just two characters and one arena, it gives a superb taste of what *War of the Monsters* has to offer.

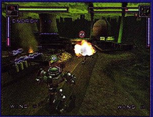
At its core, *WotM* is a 3D brawler that develops on precedents and styles established in games like Capcom's *Power Stone*, and latter-day wrestling games like *SmackDown*. Unlike fighting games of the *Mortal Kombat* ilk (reviewed elsewhere this month), in *WotM*, you roam through the environment in full 3D and interact with absolutely every portion of the scenery. The environments in which the monsters fight are living, breathing, and (given the 100-foot tall mutant gorillas, insects, robots, and reptiles stomping about) panic-stricken locales in which life continues as the destruction ensues. Planes and helicopters fly around, traffic trundles around the streets, and mobs of screaming people flood from buildings to get out of the way. When it comes to the basics, **the ambience here is spot on**. That's not where it ends, though.

Although the basic fighting engine is quite simple, the results are immensely satisfying. Punches and kicks have a real sense of weight to them, and though the creatures don't fill up huge amounts of screen space, they have a sense of scale that **gives you the feeling you're banging around on the set of a Japanese monster movie**. When Magmo the lava creature creams Congar with all four of his rock fists, there's an actual sense of impact. What helps amplify this, though, is when crap starts exploding. Smash your opponent into a building and it shatters in the most satisfying display of destruction I've ever seen in a videogame. Rubble explodes outwards, dust blows up everywhere, and stuff falls down, big time. The ensuing wreckage is then fair game to use as weaponry. Grab a girder and use it as a club, or pick up chunks of masonry and hurl them to knock your enemy senseless. While you're at it, **you can also scoop up cars, trucks, radio towers, and anything else that's not nailed down**. Try plucking a helicopter from the sky, or smash up a plane as it lands on an airstrip and then pummel your hapless opponent with it.

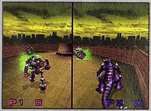
As with Incog's previous hit, *Twisted Metal: Black*, there are two very good reasons to get into *WotM*. First is the single-player game, which is well structured and absolutely packed with features. Second is the multiplayer game, which is more fun than a barrel of (mutant) monkeys on unicycles. Wearing tuxedos.

As with so many games these days, playing alone provides rewards that are essentially finan-





MINI MONSTERS



Two-player fights are fun, but if you want to mix things up a bit, check out the minigames you can "buy" using tokens from the single-player game. *OPM*'s favorite is Dodge Ball—because it's just big, dumb fun. Two monsters run around a small environment in which there's a giant, exploding ball. To win, throw the ball at the other guy three times. Don't hang onto it for too long, though, because it explodes after a short period of time.

cial within the game structure. In *Vice City*, it's cash; in *Mortal Kombat*, it's koins you use to buy things from the krypt; in *War of the Monsters*, it's tokens. Beat bad guys and win tokens, then spend them to unlock bonus characters, new arenas for multiplayer, "skins" for monsters, and minigames you can play against a friend. The bigger and badder the enemy you beat, the more tokens you get. Bosses, predictably, provide bigger rewards, and some of the cooler stuff is incredibly expensive. Consequently, **the incentive to replay the single-player Story mode is fairly great**, assuming you're one of those people who just has to open up all the cool stuff in a game.

The story itself is delightfully campy and silly, modeled after 1950s B-movies involving alien marauders, radioactive goop, and crazy scientific experiments. The explanation for why there are a) lots of big, bad-tempered monsters kicking around, and b) environments surrounded by *Star Trek*-type shields is actually fairly ridiculous—but ultimately, that's what's so charming about it. Fighting through the story puts you up against a multitude of monsters, a variety of bosses, and finally up against the aliens themselves, with a final boss-fight in D.C. that's worthy of the '50s-esque subject material. The action throughout is spectacular, and depending on which monster you choose as your own, different challenges vary immensely in difficulty. Choose Ultra V, the groovy Japanese-style robot, for example, and you'll have an easier time in some boss fights than, say, Togera the Godzilla look-alike, because Ultra V is faster and able to fly around with the aid of his jet pack.

OPM'S FAVORITE MONSTERS

Without any shadow of doubt, our favorite monster is Ultra V. He looks badass, he has a rocket pack that's more effective than Jango Fett's, and he's got a funky paint job. On top of this, he can bust out a plasma sword for special attacks, one of his fists flies out on the end of a chain to grab his enemies (just like Scorpion in *Mortal Kombat*), and, on top of all that, he has laser eyes. Laser. Eyes. Eyes that shoot lasers.

Let us know your favorite monster by e-mailing us at opm@ziffdavis.com. Mark your e-mails with the subject "My Favorite Monster."

If the charm of the single-player game ever wears off, what will give *Monsters* really long legs is the radioactive goop. Ha ha, I made a funny. No, sorry. What I really mean is the two-player game. **I defy anyone, regardless of tastes, to pick this game up and not have fun with it.** There are two very strong things going for *Monsters:* It's incredibly satisfying, regardless of your gaming abilities (thanks to huge explosions), and it's so well designed that the control system becomes transparent after spending very little time with it. The camera system is well-integrated with this, too. When the two players are separated by a great distance, the screen is split. When you get in close, everything switches to fullscreen. The camera's always where you expect it to be, and the transitions are quick and clean.

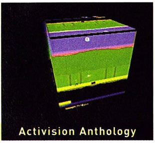
Whereas bouts in most fighting games are over in a few minutes, **experienced *Monsters* players can make a single fight last for 20 minutes or more**. Gary and I went at it tooth and nail late one night as his Ultra V took on my Robo-47 in an epic "best of three" fight that took nearly an hour to complete. As you learn the levels, you start to understand how to best use items, and you can really keep things challenging. The fact that health and energy icons spawn in specific locations also helps to make the fights about more than just beating on each other. Sometimes, it's just as important to guard the area where the big health power-up spawns, so you can give yourself a competitive advantage. If you really want to make things tough on yourself, **you can also introduce CPU-controlled monsters into fights**, and watch the environment crumble in a matter of moments.

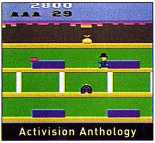
If you have any doubts about the game, try out the demo this month. Even if you think Godzilla movies are lame and fighting games suck, *War of the Monsters* may well convert you on both counts. Ultimately, its most important quality is that it's incredibly fun...and as long as you have friends capable of holding a joypad, it will always be able to provide you with short bursts of entertainment.

Final Score ●●●●●

John Davison

Players: 1-2
Memory Card: 71KB


Activision Anthology



Activision Anthology

Activision Anthology

Publisher Activision
Developer Contraband
Website www.activision.com

The trouble with these classic compilations tends to be that, back in the day, videogames didn't really have all that much to them. Yes, *Adventure* was the bee's knees when Reagan was inaugurated, but go back and play it now and you'll most likely ask yourself, "What was I *thinking*?"

Anthology suffers from the same problem. It's a collection of some really great Atari 2600 games...but they're *Atari 2600* games; **most of them look and play like crap**. There are a few exceptions, including shooters like *Megamania* and *Demon Attack*, and classics like *Pitfall!* and *Decathlon*. But for the most part, you'll load up these games, say "Wow! I remember that!", and then turn them off.

To combat this, **Activision added a delicious twist to *Anthology*: unlockables**. Some are of the only-of-interest-to-the-hardcore variety (like the patches you used to get by sending in a photo of your score), but there's a whole other world of unlockables for anyone who digs '80s nostalgia: commercials. Oh yeah, we're talking pure '80s here, and they're well worth the token effort (you have to earn high scores in corresponding games) required to access them. Also of interest are some whacked-out video modes that will make a perfect conversation piece for your next party. Add a soundtrack of totally tubular '80s hits, and you can't go wrong—especially for the bargain price of $30.

Final Score ●●●●
Joe Rybicki

Players: 1-2
Memory Card: 154 KB

SCORE
0
LAP
1/3
BELL
INVERSIN
JOEPM
LONG
MCNABB
00:16.1
BEST
TOTAL 00:16.1
LEAD
of 38
50 Mph
ATV Offroad Fury 2

ATV Offroad Fury 2

Publisher Sony CEA
Developer Rainbow
Website www.playstation.com

Is "more of the same" a problem when "the same" is so darn good?

That's the question I'm struggling with regarding *ATV Offroad Fury 2*. I loved the original—*loved* it. The level design was great, the physics were perfectly over-the-top, and the handling was spot-on—the game just felt *right*.

The sequel takes the core gameplay of the original and adds lots of stuff around the edges...but doesn't really make any fundamental changes. This is both good and bad: Rainbow hasn't touched those perfect physics or controls, but it also hasn't addressed the assortment of problems that infested the first game.

The biggest problem is the "off-course" warning. Sometimes you'll cut a corner, shaving seconds off your time, and the game will hardly bat an eye. Other times, you'll get nudged outside the main track *on a straightaway*—that is, an area where there aren't any corners to cut—and get penalized for it.

The other gameplay problem comes up during collisions with other riders: They always win. Always. Unless I actually land on top of another rider, I can never seem to knock them off their ATVs. Meanwhile, I seem to go flying if one of them looks at me funny.

Like I said, these are problems we saw in the first game. I just wish Rainbow had addressed them while it was adding all the extra stuff—stuff like the new objective-based Freestyle mode, or the addition of profile points that can be used to buy new bikes, tracks, and gear. **These new features add plenty of replay value**, which is definitely a good thing. You'll find there's a lot more to do in this version than there was in the original.

That includes playing online, but that feature's not as revolutionary as I expected it to be. The interface is astonishingly clumsy, bumping you back into the main lobby after every game. What's worse, **you can't set up any race options until everyone has joined your game**. That's just silly. Despite this, it's reasonably fluid and adds a new dimension to the game—plus, it'll be nice to always have someone to play against.

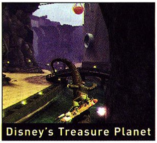
All things considered, I have to say *ATV 2* is a better game overall than the first. But it's better because of additions rather than improvements. If you liked the first, you'll like this one—just don't expect a reinvented wheel.

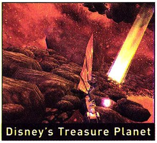
Final Score ●●●●
Joe Rybicki

Players: 1-4
Memory Card: 132 KB

ATV Offroad Fury 2

Indian Air
2355
33 Mph
ATV Offroad Fury 2


Disney's Treasure Planet


Disney's Treasure Planet

Disney's Treasure Planet

Publisher Sony CEA
Developer Bizarre Creations
Website www.scea.com

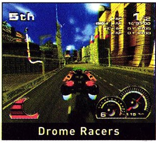
If nothing else, one thing I learned while reviewing *Treasure Planet* is that I really enjoy playing games in a widescreen, letterbox format. If your TV is big enough, you'll get a much richer visual experience, since you're able to see a lot more of the peripheral scenery. I wish more games offered this option.

But that's not the only good thing I found. In fact, **I'd rank *Treasure Planet* among the better licensed platformers I've seen in quite a long while.** Although it doesn't reach the heights of Sony's Big Three (that is, *Sly*, *Ratchet*, and *Jak*), it's definitely one of the best "B-level" platformers on the PS2. It looks great and plays well, offers a variety of challenges, is simple enough to appeal to the younger gamer (which, due to the Disney license, is a major part of its intended audience), but has enough hardcore moments to keep seasoned gamers on their toes. And for the cynical among you, *Treasure Planet* also serves as a great ad for the movie, with some incredible cut-scenes and terrific voice acting from the movie's cast.

Think of it as *Jak and Daxter Lite*; *Treasure Planet* is **eerily similar to Naughty Dog's recent hit**. *Jak* is a better game, but assuming you've already plowed through the best of the best, this will do as a decent diversion. You won't be blown away, and you're likely to get bored at times by the repetitive fetch quests, but overall, *Treasure Planet* is a solid choice.

Final Score ●●●◐
Gary Steinman

Players: 1
Memory Card: 401 KB



Drome Racers

Drome Racers

Drome Racers

Publisher EA Games
Developer Attention To Detail
Website www.eagames.com

Drome Racers is officially a Lego title. If you're not familiar with the Lego Racers line of toys, the relevance is tenuous at best. When I was a kid, Legos were all nobbly, and you used them for, y'know, building stuff. The cars in *Drome* are sort of modular, but they don't really act any differently from any other futuristic racer.

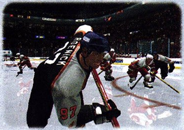
After five minutes of playing this game, a sneaking sense of familiarity kicks in. **Haven't we seen this game before?** Why, yes—it's a little like the PS1 game *Rollcage*. Remember that? A quick peek at the credits and the penny drops: Attention To Detail developed *Rollcage* for Psygnosis back in 1999. What we have here is a similar idea, regurgitated for PS2. It's like *WipeOut* with wheels. Even the overly twitchy controls have made the transition. The only thing missing is *Rollcage*'s "innovative" option to flip your car upside down and continue driving.

An attempt at incorporating some teenage "sass" into the mix shows up in the Menu screens, but ultimately, it all seems a bit half-hearted. **Imagine a Saturday-morning cartoon show that's essentially designed to peddle toys**—what we have here is the videogame equivalent. Unfortunately (for Lego), it doesn't push toys particularly effectively.

Rent it if you're curious, but it's probably not enough to warrant a purchase. Buy some Legos instead.

Final Score ●●◐
John Davison

Players: 1-2
Memory Card: 50 KB



This is hockey like Roenick plays it. Hard-nosed and furious.

It speeds toward you so fast you don't have time to blink.

So get tough or you'll be eating ice.

NHL 2K3

SEGA SPORTS

segasports.com

EVERYONE E CONTENT RATED BY ESRB Violence

NHLPA

POWERED BY ESPN

WREAK HAVOC ON THESE PLATFORMS

NINTENDO GAMECUBE

XBOX

PlayStation 2

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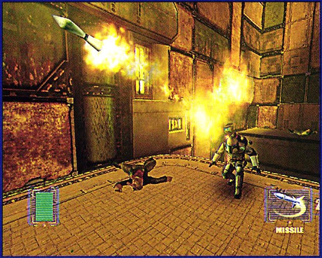
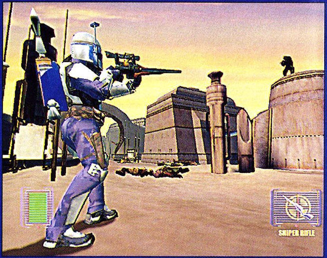
STAR WARS: BOUNTY HUNTER

As pleasing as the death of Boba Fett





Publisher LucasArts
Developer LucasArts
Website www.lucasarts.com

You've gotta love the idea behind *Star Wars: Bounty Hunter*. As one of the most infamous mercenaries in the prequel era, Jango Fett is hardly someone you can refer to as a hero—yet you can't deny that few other pre-established characters make for such perfect game protagonists. Which is why *Bounty Hunter* disappoints me.

Though LucasArts' developers have obviously done their best to combine everything that makes Jango cool into one galaxy-spanning adventure, common annoyances persist throughout that severely hamper what could have been a great game.

I love **virtually everything you saw Jango do in *Attack of the Clones* is something you can pull off in *Bounty Hunter***. His trusty dual blasters take care of most intergalactic scum (along with the occasional law enforcement officer or wildlife), and the other Mandelorian standards—flame projector, whipcord, sniper rifle, dartcaster, backside rocket—help vary the action. Throw in the Fett trademark jetpack, and blasting up a screen full of Rodians, Gamorreans, Dugs, or other malevolent minions becomes all the more exhilarating.

Well, unless the sloppy weapon-switching interface causes you to get shot up when you really shouldn't be. It'll happen to you plenty of times, mainly because you're just a simple man, trying to make your way in the universe. You see, within each mission comes the optional secondary objective of finding all the prices on the rogues' heads and collecting their bounties (how else are you gonna put Boba through college?). Using Jango's ID scope (yes, *that*'s what the antenna's for), you can identify which enemies fall into this category, then proceed to kill or capture them—whichever earns you the most credits. This adds an intriguing gameplay element; I totally dug seeing which foes had prices on their heads and why (see sidebar for my favorite example). **I *didn't* dig the hassle of switching from ID scope to ideal weapon when six angry Gran would suddenly start shooting my way.** Sure, holding down Circle to select your desired weapon stops the action—but only after a costly delay that can be just long enough to mean that you meet your demise.

And meeting your demise is not something to take lightly. *Bounty Hunter*'s 18 *huge* levels take anywhere from 25 minutes to an hour apiece to complete, and the game allows only five continues in each. Nothing frustrates you more than dying for the fifth time at the very end of a level, only to spend another hour getting to the same spot—then dying for the fifth time again. What should be a 12- to 15-hour game takes closer to 30 hours to play through.

> **"With all the Mynocks chewing on the power cables, it's a wonder I liked the game at all."**

Cheap deaths only exacerbate matters. Maybe it's just a quirk of the *Star Wars* galaxy not explored in the films (or books or comics or Underoos), but **bad collision detection sent Jango into a dark void to his unexplainable doom on more than one occasion**. He also frequently failed to grab onto ledges and cables when he should have, choosing instead to plummet to his death. Which, again, must be something folks loved to do a long time ago in that galaxy far, far away. It's not uncommon for an enemy to pursue you relentlessly from afar, refusing to allow the huge bridge-free chasm in between you to stop him. (Of course, gravity wins.) A lousy, sometimes unmanageable camera doesn't help, and the frustration skyrockets when you need to find that one little place to go in a level, but instead wind up wandering aimlessly for an hour or so.

With all the Mynocks chewing on *Bounty Hunter*'s power cables, it's a wonder I liked the game at all. But I did. **Oddly enough, I found it hard to put down**—likely a combination of "I know I can beat this level now," the fast-paced action sequences, and an interesting story that runs parallel to *The Phantom Menace*.

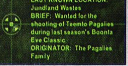
Jango actor Tamuera Morrison voices his character in the game's numerous ILM-created FMV cut-scenes—scenes that clear up a lot of things *Star Wars* fans are dying to know. Ever wonder where the Slave I came from, and how it got its name? Or why Jango was selected to source the clone army? Or how Jabba became *the* Hutt to be reckoned with? The answers lie in *Bounty Hunter*. Playing the game also adds further impact to Jango's murder of Zam Wesel, as we learn their history. Even throwaway lines from the movies like "the Jundland Wastes are not to be traveled lightly" and "wanna buy some death sticks?" can play a major role. (Nancy Reagan, take pride in Jango's actions in the intergalactic war on drugs.)

To *Star Wars* fanatics, the story alone makes *Bounty Hunter* worth a look, and the core action should please them for the most part. The folks at LucasArts definitely know what kind of premise it takes to excite the faithful. I just wish, looking at the game as a whole, I could say they've done their job well.

Final Score ●●●
Chris Baker

Players: 1
Memory Card: 48 KB

FORCED HUMOR



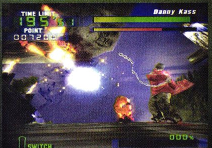
SPECIES: Tusken Raider
SEX: Male
KNOWN AFFILIATES: Tusken Raider hunting parties
LAST KNOWN LOCATION: Jundland Wastes
BRIEF: Wanted for the shooting of Teemto Pagalies during last season's Boonta Eve Classic
ORIGINATOR: The Pagalies Family

Read this screen depicting the ID scanner. If it makes you laugh, you're in for a treat, as *Bounty Hunter* is replete with inside jokes for hardcore fans. (For anyone stumped, you saw *this* particular Tusken shoot at Podracers in *Episode I*.)

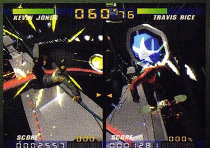
GO STRAIGHT FROM THE SLOPES TO A SLAB IN THE MORGUE.

It's Evolution Snowboarding, where every run is a fight to the finish. To stay alive, you've got to shred the course as well as the competition—with a sick selection of clubs, chains, and swords that prove just how cold winter can be. Of course, it should be pretty warm in the crematorium.

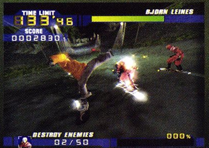
EVOLUTION SNOWBOARDING™


TIME LIMIT
195'51
POINT
007200
Danny Kass
000%
SWITCH

ALL-OUT SNOWBOARDING COMBAT.


KEVIN JONES
060'76
TRAVIS RICE
SCORE
0002553
000%
SCORE
0001281
000%

PLAY HEAD-TO-HEAD.


TIME LIMIT
133'46
SCORE
0002830
BJORN LEINES
DESTROY ENEMIES
02/50
000%

BUST TRICKS TO BATTLE OPPONENTS.

TEEN T CONTENT RATED BY ESRB
Blood
Mild Lyrics
Violence

NINTENDO GAMECUBE

PlayStation 2

KONAMI®

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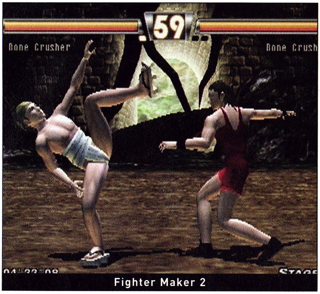
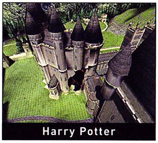
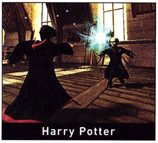


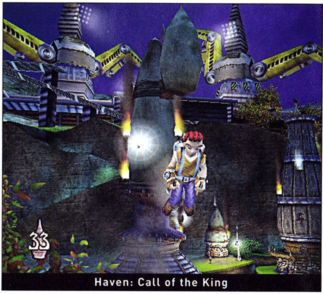
Fighter Maker 2



Harry Potter



Harry Potter



Haven: Call of the King

Fighter Maker 2

Publisher Agetec
Developer Enterbrain
Website www.agetec.com

It sounds great on paper: Design your own fighting-game characters, animations, and moves. Imagine creating cool 3D representations of all of your friends (or enemies), then squaring off in vicious street combat. Problems arise, however, when you attempt to do anything even remotely creative in *Fighter Maker 2*. It's so time consuming and complex that only the hardest of the hardcore will have any fun.

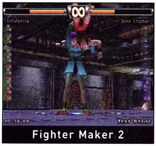
The encyclopedic Edit mode casts a big, boring shadow over the entire game—**you'll have to spend a good hour or so to get a character who can even punch and kick**. Creating frame-by-frame animations demands tons of careful editing and laborious planning. If you're not in the mood for a lesson in amateur programming, you can simply choose one of the preset characters and modify its appearance, but even that disappoints;. you can't do much to alter the body types, so most of your characters look similar, albeit with different clothing. If they make a *Fighter Maker 3*, the developers should really take inspiration from the Character-creation mode of wrestling games—tons of options allow you to make crazy, outlandish characters. Ultimately, **the absurd amount of effort you'll have to spend to get any substantial results in *Fighter Maker 2*'s Edit mode won't be worth it for 95 percent of you**.

If you do manage to craft a functional character (or if you're lazy and just pick one of the six prefab guys), you can play the actual fighting-game portion. Both graphically and control-wise, this feels like some long-lost, distant cousin to *Tekken 3*. It's barely PS2-launch caliber stuff, and **the gameplay is mediocre at best**. Several special moves and throws have been lifted directly from *Tekken* games, but the game lacks that series' smooth flow. And if you're looking for a solid single-player experience, there's nothing to see here—you can realistically defeat the entire crew of characters in 10 minutes flat.

Sadly, there just aren't many reasons to recommend *Fighter Maker 2*. It's a niche product, and not a very good one at that. Fans of the first *Fighter Maker* for PS1 will conceivably like this one (you can even transfer your Save over). The rest of you, however, are likely to be sorely disappointed.

Final Score ●◖
Shane Bettenhausen

Players: 1-2
Memory Card: 2 MB



Fighter Maker 2

Fighter Maker 2

Harry Potter and the Chamber of Secrets

Publisher EA Games
Developer EA Games
Website www.eagames.com

Let me put it to you simply: If you're a serious *Harry Potter* fan, you're going to want to buy this game. If you're a casual *Harry Potter* fan, you're going to want to rent this game. And if you couldn't care less about *Harry Potter*, this game isn't going to convert you.

That's too bad, really, because there's a lot to like about *Chamber of Secrets*. **The biggest deal is the opportunity to actually explore Hogwarts**; last year's PS1 game offered a glimpse of the environment but little more. Now, you can wander all over the grounds, trying doors, looking for hidden passages, and so on. After a few hours of play, you even get your own broom to hop on anytime you're outside.

The graphics are sharp, the voice work is excellent, and the gameplay variety keeps the game moving along and makes it easy to maintain interest—*if* you've read the books recently enough that you already know what's going on. Because *Chamber of Secrets*' most fundamental flaw is that stuff just...happens. **If you haven't read the book, you're very likely to find yourself completely in the dark** as to what's going on.

The other major issue has to do with the camera: It sucks. I mean, it *really* sucks. If the camera issues and resultant targeting problems were resolved, the game would be worth another half-point, easily. Oh well; at least EA will have five more chances to get it perfect.

Final Score ●●●◖
Joe Rybicki

Players: 1
Memory Card: 173 KB

Haven: Call of the King

Publisher Midway
Developer Traveller's Tales
Website www.midway.com

You can please all kinds of gamers some of the time, and some kinds of gamers all of the time—but, as *Haven* proves, you can't please all kinds of gamers all of the time.

That hasn't stopped Traveller's Tales from trying. In the first few hours of its latest platform adventure, I encountered: lots of running and jumping (in other words, standard hop-'n'-bop stuff); a quickie Simon Says-style minigame; an on-rails turret-based shooter; a jetpack mission; a speedboat mission; and a quirky spot inside a "Spheri Shield" that controlled a lot like the classic *Marble Madness*.

And that's just for starters. From start to finish, *Haven* **tosses out a staggering selection of gameplay devices**, from aerial dogfights to four-wheel races, puzzling platform pieces to twitchy run-'n'-gun blast-fests, stationary first-person shooters to flying obstacle courses—and much more. Around every corner lurks something new, something to break up the standard pacing and to break away from the norm.

But therein lies the problem. In its effort to be all things to all people, *Haven* falls short in almost every area—not quite short enough to be damning, mind you, but just enough so that frustration sets in, marring what should have been a fabulous experience. **Each segment seems to be missing one essential bit of play-balancing**, be it tighter targeting, better control schemes, or more manageable difficulty levels. Even the story suffers from this "kitchen-sink" mentality; the silly quest flies so far off track that I simply tuned out and ignored the narrative in what's supposed to be a narrative-driven platformer (probably a good thing, judging from the cringe-worthy dialogue I overhead when I *did* pay attention.)

Yet, *Haven* still stands out for what it tries to do. It really does offer more variety than most platformers, and it looks fantastic, despite the iffy character design (bright-red cornrows and a soul patch? Puh-leeze!). It's also a great choice for hardcore types who found the recent slate of platformers too easy—this is **one of the toughest titles in its genre**.

Still, I can't help feeling disappointed. *Haven* comes tantalizingly close to greatness, but it's undone by its bold attempt to offer everything for everyone. It's still a solid game, but it's not nearly as good as it could have been.

Final Score ●●●◖
Gary Steinman

Players: 1
Memory Card: 75 KB

Haven: Call of the King

Haven: Call of the King

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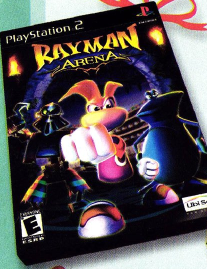
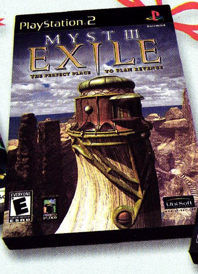
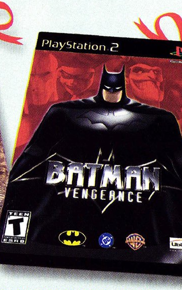
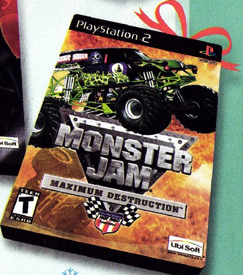

PlayStation 2
RAYMAN ARENA
Ubi Soft


PlayStation 2
MYST III EXILE
THE PERFECT PLACE TO PLAN REVENGE
Ubi Soft


PlayStation 2
BATMAN VENGEANCE
Ubi Soft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(s02)

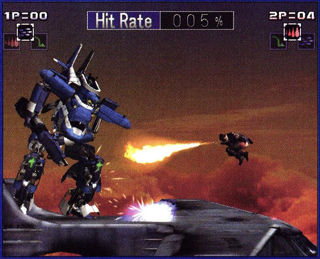
PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

Violence
Mild Language

www.ubi.com

CONTRA: SHATTERED SOLDIER

Hardcore gaming with a hardcore challenge



1P=00
Hit Rate 007%
2P=04

Publisher Konami
Developer Konami
Website www.konami.com

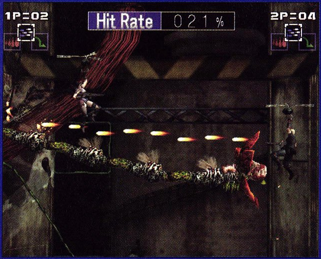
Everyone has their own claim to fame when it comes to games—you know, that one game you could beat when none of your friends could ever seem to. Mine happens to be *Contra: Hard Corps* for the Sega Genesis. Not only did I beat it, but I beat every different path and saw every damn ending in the game. If you've ever played *Hard Corps*, you know just how much of a feat that is. It's hands-down one of the most challenging games I've ever beaten. I don't bring this up to brag or anything. I do it to illustrate this point:
I believe I have just completed something even harder.

The *Contra* games have always been on the more challenging side. It's just that some, like the Genesis' *Hard Corps* and now the PS2's *Shattered Soldier*, are even more challenging. ***Shattered Soldier*** **will kick your ass. Scratch that—it'll kick your ass, chew it up, and then spit it out.** Most people won't even beat the first level on their first go, and that's with the game set on "easy." It's extremely daunting at first, but—and this is where the real beauty of the game lies—it's never impossible. Just like the best *Contra* games before it, *Shattered Soldier* puts your gaming skills completely to the test, but can still be effectively mastered. Levels that demand all your lives at the start can later be beaten without a single hit. It's all about patterns in *Contra*, and in *Shattered Soldier*, you'll be required to learn them to a tee in order to get anywhere.

So, when I tell you that *Shattered Soldier* is only about an hour-long game, don't take it at face value. Because you won't beat it in an hour. No matter how good of a *Contra* player you are, *Shattered Soldier* **will require hours of practice and memorization before you can make your way to the end**. And when you do finally make it, you'll be faced with a new challenge: beating the game with a higher accuracy rating in order to open a new stage and ending. Not to mention unlocking all the cool secret items and modes hidden inside the game. It's only after you've done all that that you realize just how great a job the developers have done at squeezing every last second of gameplay out of that one hour.

"Just like the best Contra games before it, Shattered Soldier puts your gaming skills completely to the test, but can still be mastered."

And what an hour it is. *Contra* fans will be absolutely beside themselves each time they stumble upon a new area. Newcomers to the series are just as likely to be in awe of what they'll find here—*Shattered Soldier* tosses at you **some of the biggest, most impressive bosses ever seen in gaming**. Beasts such as the massive mutated fish that leaps from the water to nab you, or the giant robot that throws itself in front of a moving train car (fans may notice this as a throwback to *Hard Corps*) are just too cool. But even regular stages look great—everything has this super-sharp look to it. It's all 3D, but **it comes off as what you'd always envisioned a truly killer 2D game could look like on the PS2.**



There's also a ton more depth to the gameplay than ever before. *Shattered Soldier* grabs elements from *Contra III* (such as using the shoulder buttons to aim) and *Hard Corps* (such as the multiple weapons) and comes up with what seems like the perfect evolution of the series. While it's a shame to see certain staples gone, such as the spread gun and the fact that you no longer have to shoot pods to gain weapons, this new system is absolutely ingenious. There's so much depth to be found simply in figuring out which weapons work best against which enemies—not to mention correctly using each weapon's myriad special moves.

The only place the game seems to stumble is in the story. There's really not a lot of it, and what's there is rather weak. Plus, the entire thing is told with onscreen text; Konami didn't even bother to get voice actors for the parts. Perhaps it's a throwback to the older games, but it seems kind of, well, dated. Either way, it's not a big deal; story has never had any real relevance in a *Contra* game. It can be skipped at any moment (and you'd barely notice its absence).

If I could find any other fault with *Shattered Soldier*, it would be that the game isn't quite the ultimate *Contra* I was hoping it would be. Frankly, there could have been a few more levels. Granted, the seven levels of this game are quite large by the usual *Contra* standards (and perhaps could have been split up into smaller levels), but I couldn't help but wish for more. *Hard Corps*, with its tons of levels and multiple paths, definitely has *Shattered Soldier* beat in this respect. I think this game is also plagued a little by the same problem that affected *Hard Corps*: **There aren't enough general run-and-gun areas. Too much of the game is focused on fighting bosses.**

But then again, that's just me. When I like a game this much, I can't help but wish for more.

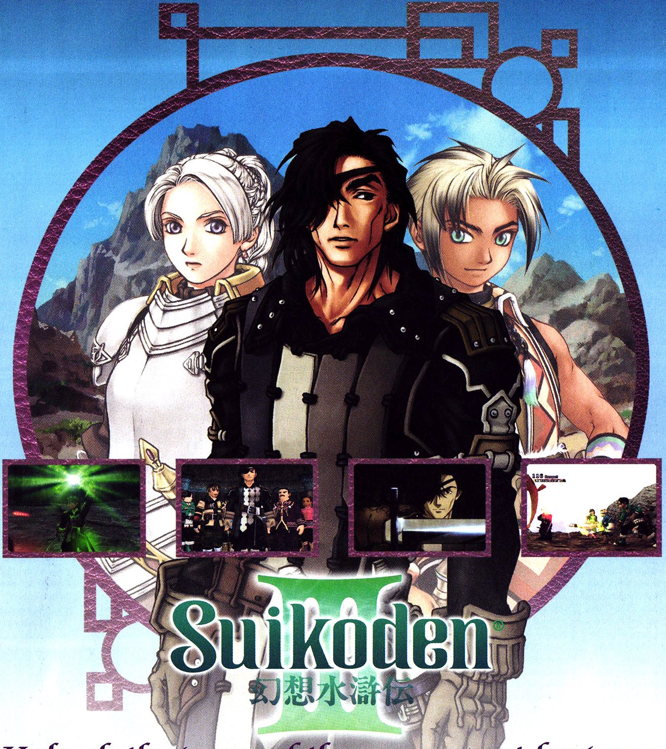
Final Score ●●●●◖

Sam Kennedy

TEEN
Players: 1-2
Memory Card: 103 KB

Geddoe will defend Harmonia at all costs.

Geddoe closely watches the hostilities between Grassland and the Zexen Federation.
If history is to be remade, none shall doubt that this one-eyed captain will have something to say about it.



- Unleash the power of three on a quest for peace -

The fates of three opposing heroes are forever altered in a battle that will determine the destiny of the entire land.
Uncover the 108 Stars of Destiny, create a homeland castle town,
discover the secrets of the 27 True Runes, and save the world from destruction.

TEEN
T
CONTENT RATED BY ESRB

Mild Violence
Suggestive Themes

PlayStation®2

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Hot Wheels: Velocity X

Hot Wheels: Velocity X

Allies
Lani
22K
Mystic Heroes

3RD
34 M
00:13:36 TIME
JUMP: 29.3M
Rally Fusion: Race of Champions

Hot Wheels: Velocity X

Publisher THQ
Developer Beyond Games
Website www.thq.com

What do you get when you try to combine arcade racing with vehicular combat? A game that does neither exceptionally well. That's the problem with *Hot Wheels*; it's a case of jack-of-two-trades, master of neither.

At first glance, *Hot Wheels* looks like a slightly simplified *Rumble Racing*. This would be a good thing if it was actually true—but it's not. There are ramps, loops, shortcuts, and the opportunity to attempt simple tricks, but all these things feel sort of tacked on to the **ultra-simple, dash-and-bash gameplay** that is the real substance of the game. You race toward an objective, stop along the way to beat up on other cars with your selection of mediocre weapons, and then continue on toward your destination.

There's a story, sort of, but to be honest, I just couldn't bring myself to care. It's typical Saturday-morning cartoon fare: cookie-cutter characters (including the requisite wisecracking robot), "this time it's personal," and that sort of thing.

The level design is also fairly bland, but I guess when you're talking about a Hot Wheels game, the important feature is the car selection. There are certainly plenty of cars, designed in typical whacked-out Hot Wheels fashion. But cool cars aren't enough reason to pick up an entirely average game. If you're looking for some extreme arcade-racing goodness, pick up *Rumble Racing* instead.

Final Score ●●◐
Joe Rybicki

E **Players: 1-2**
Memory Card: 110 KB

Mystic Heroes

Publisher Koei
Developer Koei
Website www.koeigames.com

Imagine *Dynasty Warriors* with magic spells, boss fights, and a more involved story—all shrunk down to Hobbit-size with a dose of anime style—and you've got a pretty good idea of what to expect from *Mystic Heroes*. Well, sort of. If you're as big a fan as I am of the *Dynasty* games , you might also expect something enjoyable throughout. *Mystic* has its moments, but ultimately, it disappoints more than it pleases.

Things start out pleasantly enough as you realize **you're basically playing a scaled-down *Dynasty* game**. Smaller maps and fewer soldiers equate to battles that rarely last longer than 30 minutes—a welcome change for those who never had the time to take on a typical hour of brawlin' in *Dynasty*. At the same time, though, it sacrifices the overall sense of grandness you feel as you play. Who wants a Happy Meal burger when you're used to a Big Mac? And though the shorter battles might appeal to some, nothing sucks more than spending 25 minutes slaughtering 100 enemy soldiers, only to die when you encounter the boss. If this happens, you're forced to restart the stage from the beginning, since you can't save midlevel.

The thing is, you shouldn't have to die so often during boss fights, since a careful approach can get the best of most of them. However, certain boss encounters (usually those within closed spaces) ramp up the difficulty, but only because **the camera refuses to allow you to see what you want**. The serpent fight, for example, would have been fantastic, had it not been so impossible to see the sinister slitherer.

Mystic's emphasis on story might have saved things if its take on *Houshin Engi*, a classic novel of ancient China, made any sense. **I can't recall a recent game story that's left me more puzzled.**

Despite its setbacks, *Mystic* does offer enough mindless fun to amuse anyone who wants to sit down and bust up hordes of evil. The addition of magic to the *Dynasty* formula is welcome, and as many as four players can partake in the game's several multiplayer modes, which are actually consistently fun and manage to surpass the quality of those in *Dynasty 3*. Still, I have no doubt that *Dynasty 4* will improve things even further, come spring. You're better off waiting for that.

Final Score ●●◐
Chris Baker

T **Players: 1-4**
Memory Card: 50 KB

45 Hits
Naja
Mystic Heroes

Brute
8 Hits
Player1
730pts
Brute
12 Hits
1P
Player2
740pts
Mystic Heroes

Rally Fusion: Race of Champions

Publisher Activision
Developer Climax
Website www.activision.com

Licensed cars? Check. An appropriate spread of dirt, sand, and tarmac tracks? Check. Anything else? Well, actually, yes. On paper, *Rally Fusion* looks like it could be a real challenger for the No. 1 spot in the increasingly crowded PS2 rally space. Unfortunately, when you have the joypad in your hand, all the cool stuff you read about on paper doesn't quite pan out. The game's full of groovy features like extensive damage, realistic physics, and a broad range of play modes, but it fails to deliver on the most important aspect of rallying: the visceral excitement of hurtling forth, barely in control of an overpowered family hatchback or sedan. The feeling of power and speed that *V-Rally 3* and *WRC* manage to convey just isn't evident in *Fusion*, so what you end up with is something that's just too slow. **Ultimately, in this sport, slow equals desperately boring.** No amount of gameplay-stretching play modes (like Relays and Rally Cross) can compensate for lackluster speed.

Graphically, the game tries hard but fails to impress. A clever attempt at providing a "focus" effect is overdone throughout, and frequently had me reaching for my glasses. With games like this, you spend all your time watching the horizon for hazards. Unfortunately, the overzealous effects mean that looking ahead makes you feel desperately nearsighted—everything's blurry. Cute idea...it's just overdone.

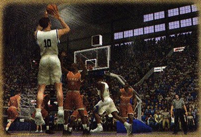
In all, *Fusion*'s not a total wash; it's just not at all remarkable.

Final Score ●●●
John Davison

E **Players: 1-2**
Memory Card: 97 KB

3RD
504 M
01:09:62 TIME
YF
Rally Fusion: Race of Champions

Religion 2K3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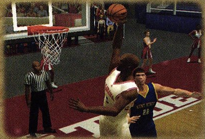
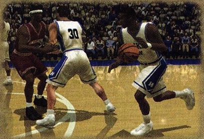

Send Cinderella home early.


Take it to the net, then cut it down.

NCAA 2K3 COLLEGE BASKETBALL

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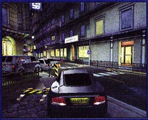
JAMES BOND 007: NIGHTFIRE

Your chance to become Bond



"The one major problem with Nightfire: Nearly all the coolest parts are early in the game."

Publisher EA Games
Developer Eurocom/EA Games
Website www.eagames.com

There's something to be said for throwing in a little bit of everything. Granted, a lot of times, it doesn't work. In fact, *most* of the time it doesn't work. But in *Nightfire*, it works like a charm.

You start off sniping from a helicopter. Then you drop into a car and drive. Then you crash a party in an impeccable tux. Then you blast your way out in an armored snowmobile. **The game just keeps throwing new stuff at you**, fast and furious, in a way that could seem schizophrenic in other games—but here, it all fits together in an orgy of action that is 100 percent Bond.

And speaking of "100 percent Bond," this is the first appearance of a "real" Bond in a *Bond* game: This Bond is modeled after Pierce Brosnan, and the resemblance is eerie. It's only spoiled when he speaks; the voice is noticeably *not* Brosnan's. In fact, he sounds more like an American Sean Connery than anything else. Ironic, really.

There's very little not to like about *Nightfire*. It's got a typically over-the-top plot (corporate madman attempts a "hostile takeover" of world politics), a cast of curvaceous foils for Bond's less-than-subtle charms, and lots and lots of explosions. In short, **it really does feel like an interactive *Bond* flick**.

Adding to this feel is the game's tendency to intercut short bursts of gameplay with flashy cinemas. During the snowmobile escape I mentioned earlier, you'll play for 30 second intervals, between which you're treated to cinemas of unbelievable feats of man and machine. I'd like to tell you exactly what they are, but I think it's much better if you find out for yourself. Don't worry, this happens pretty early in the game.

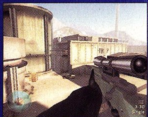
In fact, that's really the one major problem with *Nightfire*: Nearly all the coolest parts are early in the game. Once you get past the third or fourth level, the game settles down into a much more standard first-person-shooter format. Don't get me wrong—there's a load of variety within these segments, from all-out action to stealth missions, and a fantastic arsenal of weapons and gadgets. (My favorite is a combination of both: the "Phoenix Ronin," a machine-gun turret that fits into a small suitcase and can be operated by remote control.) And you'll find the occasional driving, flying, or otherwise non-FPS level later in the game...it's just that **the latter half doesn't seem to live up to the promise of the first half**. The major exception is the final level—and no, I'm not going to tell you what that is, either.

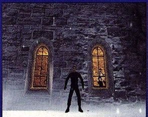
Like *Agent Under Fire*, *Nightfire* is more than its Story mode; there's **a seriously robust multiplayer mode in there, too**. It's got lots of characters, lots of different modes, and lots and lots of customizable options—including the option to play with tiny, remote-controlled, armed tanks and helicopters. *Rock!*

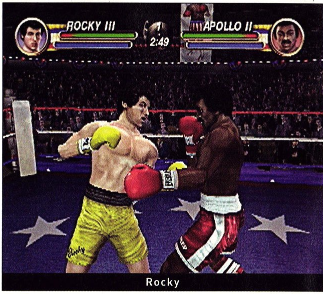
It's funny, though; in what is ostensibly a first-person shooter, the FPS segments are actually my *least* favorite parts of the game. Just goes to show that you can never really pin a man like Bond down.

Final Score ●●●●◐
Joe Rybicki

Players: 1-4
Memory Card: 81 KB







Rocky

Rocky

Publisher Ubi Soft
Developer Rage Software
Website www.ubisoft.com

Have you seen *Rocky* lately? I'm talking the original here—before Hulk Hogan, before pugilism served as a lame Cold War metaphor, and long before Tommy Gunn initiated a bare-knuckle brawl. If you haven't, you should. Then, surf your cable channels to find the *Actor's Studio* episode with Sly Stallone—*Rocky* has one of the all-time coolest backstories.

Now, 26 years after the cinema classic punched its way to prominence on the silver screen, *Rocky* is trying to do the same on the PS2.

My feeling from the start was that if you're going to adapt an aged but still legendary movie franchise into a game, you're fighting an uphill battle. But, then again, so was Rocky. Oh, the poetry! But now, you can box your way to the top and go from rags to riches to deteriorating brain. It's done in crafty fashion, and it's subtly unique, meaning you might offhandedly sing the lyrics to the movie's—and game's—disco-fied theme song ("Gonna Fly Now"). Too bad there's no "Eye of the Tiger."

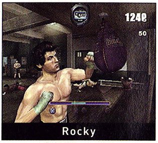
But where this game really throws a knockout punch is the fighting. *Rocky* features **the premiere boxing engine on PS2**. Games like *Knockout Kings* may be fun for a while, but you end up in a circus of button mashing. With *Rocky*, the ol' stick-and-move is as important as wearing gloves. Each boxer you fight against has strengths and weaknesses. If you stand toe-to-toe with a heavy hitter, you're going to kiss canvas. If you're up against a poor man's Muhammad Ali, you'll have to lay the leather to him before he gets away. I even went 15 rounds with Apollo Creed. **There's no other boxer on PS2 in which you can actually get to a ref's decision.**

Training is a perfect support to the fisticuffs. You'll bust your hump in the gym to improve various skills. But why no meat punching? It's a bummer.

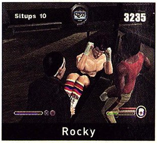
The game's real flaw is that it's too videogamey. To knock someone out, you basically have to knock them down three times during a match. I'd like one of my head-snapping punches to knock a sucker out once in a while—*really* knock him out. And it'd be cool to know that anytime I let my guard down, it could be over. But even with that, play this and you'll be shouting, "Yo, Adrian!" in no time.

Final Score ●●●●
Todd Zuniga

Players: 1-2
Memory Card: 51 KB



Rocky



Rocky

010
025
010
025

Shrek Super Party

Shrek Super Party

Publisher TDK
Developer Mass Media
Website www.tdk-mediactive.com

Shrek Super Party surprised me. Whereas I fully expected it to be the worst game of the PlayStation "party" genre (i.e., a board game in which your progression depends on your success in a variety of minigames), *Super Party* actually revealed itself as the best. *Not* surprisingly, though, that really isn't saying much—considering that *Crash Bash* and *Pac-Man Fever* represent the only competition in the genre.

Super Party actually comes to us from the developer of *Fever*, but similarities between the two show only to a certain extent. Both feature setups in which you choose from six freakishly large-headed characters, and up to four players can participate at once. (Thankfully, **a lack of single-player minigames means you don't have to sit there and watch three other computer-controlled opponents have fun by themselves a minute at a time**.)

Though a few of the minigames simply *Shrek*ify activities found in *Fever*, there are enough new ones to make the better-looking *Super Party* its own game, and almost all of them manage to at least mildly amuse. I especially enjoyed the assortment of new takes on old-school classics, like one game that cleverly combines *Pong*, *Breakout*, and foosball.

Super Party **could have done without its confusing "bug-swapping" point system, though**. And with no Congratulations scene or ending celebration, a Tournament game concludes as abruptly as...well, this review.

Final Score ●●◖
Chris Baker

Players: 1-4
Memory Card: 66 KB

090
091
051
079

Shrek Super Party

MORTAL KOMBAT: DEADLY ALLIANCE

Finally, a game worthy of the legend

SUB-ZERO
26
SCORPION
YOU EARNED
10
GOLD
KOINS
BRIAN
SHOTOKAN
HAPKIDO

LI MEI
KANO
BAJI-QUAN
XING-Y

Publisher Midway
Developer Midway
Website www.midway.com

It's safe to say that expectations for *Mortal Kombat* games have diminished significantly with each passing revision (well, since the second game). Once the darling of the fighting-game scene, *MK* is now something of a pariah. Its first foray into 3D was a joke, and the movies certainly haven't helped the franchise on the credibility front. It has to be said: For all intents and purposes, *Deadly Alliance* is its last hope.

A year ago, when Midway released early *Deadly Alliance* screen shots, no one went especially crazy over the game. But now that we've played the final game, Midway has our attention. ***MK* isn't dead, and *Deadly Alliance* proves it.**

> **"The collectibles are going to make some of you completely addicted to Deadly Alliance."**

I've gotten some flack from readers lately, for comparing all fighting games to *Virtua Fighter 4*. Sega's game claimed the throne in the 3D-fighter camp, and is steadfastly refusing to move its skinny little butt. *Tekken 4* failed to nudge it aside, and I'll say up front that *Deadly Alliance* doesn't either. What I will say, though, is that *Mortal Kombat* comes from a very different camp. **It's fantasy, it's a little bit crazy, and it doesn't take itself too seriously.**

Fans of the series will revel in the absurd story line, which rambles on about the realm of men and gods giving up their thingies while evil stomps across the world and yada yada blah blah blah. Ultimately, who really cares? People get into a ring and kick the crap out of each other. What difference does it make if we know exactly why they're doing the kicking?

Having learned from past lessons, *Deadly Alliance* differentiates itself in two key areas. First, it mixes things up with **a glorious new fighting engine**. Second—and possibly most important—it integrates a system of collectible goodies that provides enormous incentive to play for hours and hours on end.

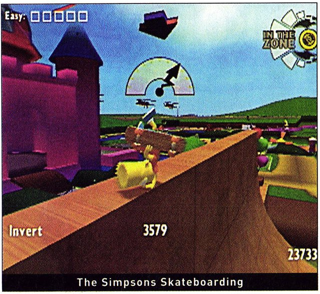
Fights are no longer made up of a simple set of moves. All the characters in *Deadly Alliance* are experts in not one, not two, but three different fighting styles. Pulling off moves will be a point of contention for fighting fans. **Those of us who've grown up with the *MK* series will forgive *DA*'s crazy button-sequence combo system**, which requires you to have the digital dexterity of a double-jointed octopus. I'm all for making games challenging, but (here I go, I know), after reveling in *VF4*'s gloriously simple controls, having to hit up, down, punch, punch, kick, up, and punch in order to make my character bitch-slap his opponent (and then, with little effect) is a little constrictive. You don't have to write in and chew me out on this; I already know that a lot of you don't agree with me.

In spite of all this, **the collectibles are going to make some of you completely addicted** to *Deadly Alliance*. Winning fights and working your way through challenges earns you various amounts of "money." Take this cash to the "Krypt" (bekause all c's in the *Mortal Kombat* world are replaced with k's) and you can peruse a room filled with 676 koffins, each of which contains something kool. Depending on how much it kosts, you'll be rewarded with extra kharacters, kool background info, panels of a komic book, and all manner of other junk. Some of it is, frankly, ludicrous krap, but it did crank up the game's addictive nature quite spectacularly.

At the end of the day, *Deadly Alliance* is a somewhat flawed fighting game when compared to its competition. That said, **it's remarkably fun to play**. And, really, if you're having fun, who cares if it has issues?

Final Score ●●●●
John Davison

Players: 1-2
Memory Card: 71KB



The Simpsons Skateboarding

The Simpsons Skateboarding

Publisher EA Games
Developer The Code Monkeys
Website www.eagames.com

If you played *The Simpsons Road Rage*, you were probably expecting the same thing from *The Simpsons Skateboarding* that I was: a reasonably solid, guileless knockoff of a good game, with Simpsons characters and locations added. Boy, were we wrong.

Far from being a Simpsonized *Tony Hawk*, this game takes the fun of skateboarding and the fun of Springfield and smooshes them together into an unrecognizable, unfun mess. It's hard to look at, hard to listen to, and just plain *hard*...not to mention hard to like.

Unlike *Road Rage*, which had enough locations and paraphernalia from the series to keep fans interested even if they weren't so keen on the gameplay itself, *Skateboarding* **just doesn't have much to offer fans**. Sure, there are the requisite characters scattered around the levels spouting one-liners (Ralph's "Your skating makes my eyes hurt!" is definitely my favorite). And there are even some half-recognizable locations, most notably the Springfield Gorge, the game's no-brainer final level. But these elements are buried under a mess of irrelevant clutter and generally poorly thought-out level design. Oh, and let's not forget about the rousing techno music that accompanies your skating excursions. Because nothing says "Springfield" like techno music.

And the game certainly won't stand up on the strength of its skating engine alone, since **the gameplay is just short of completely unredeemable**. The level challenges are quite silly—and even worse, they're all timed. There's nothing like having to collect letters to spell out "monorail"—in order—in under a minute.

But even that might not be such a problem if the controls weren't total crap. You can't speed up and turn at the same time, for example. You can't get air reliably. And it's far too easy to undershoot or overshoot your target when jumping.

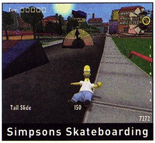
And you know, I haven't even mentioned how awful the graphics look. The characters look lumpy and odd, and the levels look blocky and oversimplified. Plus, as John asked while he watched me play, **"Why on Earth has no one done a cel-shaded Simpsons game?"**

If you're a hardcore Simpsons fan, you might want to rent this. Otherwise, stay far away.

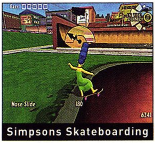
Final Score ●◖

Joe Rybicki

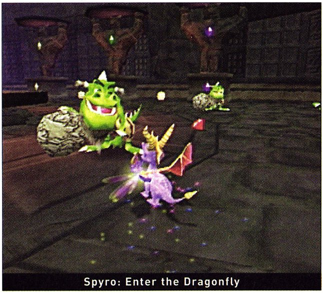
TEEN T
Players: 1-2
Memory Card: 339 KB



Simpsons Skateboarding



Simpsons Skateboarding



Spyro: Enter the Dragonfly

Spyro: Enter the Dragonfly

Publisher Universal Interactive
Developer Equinox Digital Ent.
Website universal-interactive.com

On Oct. 20, 1998, Alphonse D'Amato made a colossal mistake.

The three-term senator from New York was in the battle of his political life, fighting off a heated challenge from congressman Charles Schumer. The two candidates lobbed everything from nasty cheap shots to direct assaults on hot-button issues. But things hit a real low point on that Tuesday in October. In a meeting with Jewish voters, D'Amato called Schumer a "putzhead." The word *putz*, though a commonly used slang term for idiot, is actually a Yiddish term for penis. Schumer, by the way, is Jewish. D'Amato is not.

Schumer's supporters were livid. To be fair, no one *really* believed D'Amato was being anti-Semitic, but the crass comment was yet another embarrassment for "Senator Pothole." Soon after, he was defeated in the election.

With that in mind, it struck me as a bit odd to hear Spyro's sidekick, Sparx, call his pal a "purple putz"—and right to his face! This is an E-rated game, after all.

OK, I know I'm overanalyzing this. But what else am I gonna do during the insane load times between levels? I mean, **this game has load screens for its load screens** (I kid you not).

Plus, I've got plenty of room to wander off on a wild tangent, since *Dragonfly* can be summed up in a sentence: **More of the same, but not quite as good**, with crappy minigames and a framerate that's more offensive than calling your political foe a putzhead.

It's really too bad, since I used to adore Spyro. Back when he was still under Insomniac's auspices, Spyro's games were among my favorite platformers. His first PS2 outing has shades of what made the, uh, "purple putz" so great, but it's a technical mess. Even the best level design (and there's definitely some sprawlingly fantastic stuff here) can't compensate for the game's **sloppy controls and sucky side quests**.

So, should die-hard Spyro fans bother? Probably not; they're likely to be the most disappointed by *Dragonfly*. Still, kids might get a kick out of it, since it's aimed directly at the younger set. Of course, the same crowd would also enjoy *Ratchet & Clank* or *Sly Cooper* a whole lot more—and they wouldn't have to dick around with a putz of a game in the process.

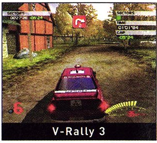
Final Score ●●●

Gary Steinman

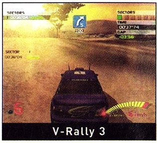
EVERYONE E
Players: 1
Memory Card: 218 KB

Spyro

Spyro



V-Rally 3



V-Rally 3

V-Rally 3

Publisher Atari
Developer Eden Studios
Website www.atari.com

Licensed cars? Check. An appropriate spread of dirt, sand, and tarmac tracks? Check. Oh, wait. That's how I started my *Rally Fusion* review. Rallying still isn't a particularly popular sport here in the United States—not that you'd know it based on the extremely zealous evangelizing being done by game studios these days. It's the perfect sport for videogames, and when it's done properly, it's very exciting.

Where *Fusion* fails, *V-Rally 3* excels. The feeling of brute force in even the smallest of cars is wonderful. If I have a complaint, it's that in its default setup, the controls are entirely too sensitive. Like previous *V-Rally* games, *VR3* is twitchy and too fast for its own good sometimes. Only by moving the sliders on the Options screen all the way to the "least sensitive" setting did I manage to generate any semblance of realism from the steering. With everything set up the way I like it, though, it *rocks*.

If you were a fan of the Career mode in *Ridge Racer 4*, you'll be a happy bunny working your way through *VR3*. Developing your career as a driver is effectively portrayed as you try out for teams and work through contracts in order to progress toward cooler and more powerful cars. It's not all that complex, but it gives **a genuinely satisfying feeling of progress**.

My personal opinion is that *WRC* is arguably the better rally experience, but it's a close call. Gearheads will love this.

Final Score ●●●●◖

John Davison

EVERYONE E
Players: 1-4
Memory Card: 1.9MB

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PlayStation 2

NINTENDO GAMECUBE

www.swclonewars.com

TEEN T CONTENT RATED BY ESRB

Violence

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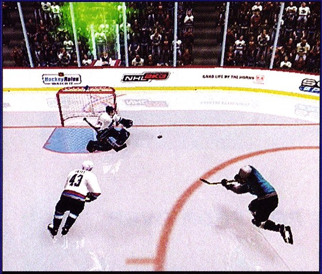
PANDEMIC

NHL ROUNDUP

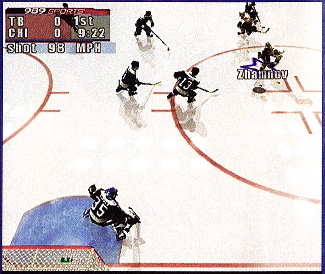
While EA and 989 struggle, Sega Sports brings home this year's Stanley Cup

NHL 2K3

NHL 2K3



NHL 2K3



NHL FaceOff 2003

NHL 2K3

Publisher Treyarch
Developer Sega Sports
Website www.segasports.com

Every in-depth sports-gaming conversation I've ever had—drunk or sober—ultimately ends with everyone involved saying the same thing: Why can't all games be more like *NHL '95* on Sega Genesis? This is only partly true since some people prefer *NHL '94*. But that's the lone discrepancy. For a long time now, I've believed no sports game would match the sweet intensity of those classics. The pace, the perfection. Technology, it seems, was getting in the way. Sports games were getting too complex and trying too hard to graphically mirror the real thing. Somewhere along the way, the question of fun got bumped to the bottom of the list.

About every four years—like the Winter Olympics, the World Cup, and the presidential elections—a game will redefine the way videogame hockey is played. *NHL '94* started it, *NHL '98* continued it, and now we've got *NHL 2K3* carrying the torch and setting the pace for the next four years.

What makes *NHL 2K3* so great? **Every aspect of hockey is considered, mastered, and on display.** With any sports game, you ask for subtlety, and this game delivers. For instance, it doesn't take three seconds to build up to full power on a snapshot—it takes a fraction of a second, since a quick release is the point of the snapshot. Other games won't let you get rid of the puck that quickly. If you're looking to get some mustard on a wrist shot, no problem. Just tap Shoot and you'll whip a 65-75 mph wrister toward the net. No need to fill a meter. Just grip it and rip it.

Once you've got your shooting down, the scoring begins. Unlike other games, **you'll never see the same goal twice**. The puck physics and the quick-shot releases are a part of this, but there are also so many ways to score. Pass the puck to your defenseman at the point, let him fire away, and hope for a tip-in. Or fling off-angled shots and hope they slip through. Or shoot low and hope for rebounds. Or work the puck to the open man for a one-timer. Or work the puck along the boards until someone misses an assignment, and sneak in front of the net for a wraparound. If you've seen it in the NHL, you can do it in this game.

I don't mean to make it sound like scoring is easy. It's not. The goalies are on top of things in a big way. If you happen to get them out of position, they'll shimmy this way and that to cover as much of the net as they can while still waiting for you to fire away. If Patrick Roy is a butterfly goaltender in real life (and he is), then he's a butterfly goaltender in the game. If Curtis Joseph tends to stand up and then flop around like a newborn calf, it's replicated in the game. And when the goaltenders do make a save, when their gloves flash out of nowhere to steal the puck out of the air, you can actually see the puck go into the glove. How about that?

The player ratings are in-depth, **the Franchise mode is so deep that it's out of control**, and you'll have a roster of 40 guys to choose from (there are minor leagues for your soon-to-be stars). It all shines with excellence, like a newly Zambonied sheet of ice.

NHL 2K3 is so good that it'll have nonhockey fans playing it. It's so good that it'll have hardcore hockey fans enthralled. It's so good that everything else is money misspent.

Final Score ●●●●●
Todd Zuniga

TEEN T
Players: 1-8
Memory Card: 917 KB

NHL 2K3

NHL 2K3

NHL FaceOff 2003

Publisher 989 Sports
Developer 989 Sports
Website www.989sports.com

Vertigo, anyone? If you're not up for a dizzying hockey experience, skip this one.

I wonder what happened. *FaceOff* on PS1 might not have been spectacularly technical, but it was fast, smooth, and fun. There was lots of action, lots of drama, and the capacity to have a 6-5 barnburner or a 2-1 defensive struggle. This new game on PS2 isn't even worth trying out.

The game gives eye-aches—first by the camera, second by the graphics. With the camera, you're thrust at the ice, into the corner, then out, then in, then out—it's nauseating. I didn't want to play it for more than 10 minutes. **As far as the look is concerned, every other NHL game blows this one away.** If you're cataract-free, you'll see that the skaters look jagged and unreal, and their jerseys look either overstarched or made of cardboard. What gives?

My biggest complaint, though, is that the front end is a train wreck. If you're just looking to hop into a game, go ahead, but none of the options are changeable within. You've got to do everything beforehand, which leads to more *Quit? Yes, Are You Sure? Yes* moments than any other sports game I've played. Why not give me access to difficulty levels once the puck is dropped?

Picking teams is also a chore. The only information you're privy to is the names of the teams and their logos. If you're new to hockey and want to find a fair matchup, you'll have to navigate through more menus, and you still might miss the option (I did a few times).

I've shot the puck through the net, I've dealt with the game's **striking and surprising choppiness**, and I've turned it off to have fun with *NHL 2K3* instead.

With each of 989's PS2 sports titles, it's been a step back before a step forward. It's frustrating. Go with *NHL 2K3* and *NHL Hitz 20-03* to supply your hockey fix. Stay far away from this rink rat.

Final Score ●●
Todd Zuniga

EVERYONE E
Players: 1-8
Memory Card: 601 KB

NHL FaceOff 2003

NHL FaceOff 2003

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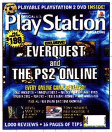

PS2 ONLINE
PS2 Demo Disc playables: ***Mister Mosquito, Aggressive Inline, Knockout Kings 2002, Tiger Woods PGA Tour 2002, Fireblade, Star Wars Jedi Starfighter***
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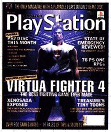

VIRTUA FIGHTER 4
PS2 Demo Disc playables: ***Maximo, Soul Reaver2, PaRappa the Rapper 2, Frequency, Gitaroo Man, Airblade***
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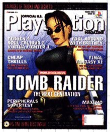

TOMB RAIDER: TNG
PS1 Demo Disc playables: ***Sheep Raider, Monsters, Inc., Twisted Metal: Small Brawl, Scooby-Doo and the Cyber Chase, E.T.***
Video previews: ***Batman: Vengeance, Tony Hawk's Pro Skater 3, Jak and Daxter***

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Demos: Bloody Roar, Monster Rancher, Shipwreckers

☐ **Issue 7 – April 1998 $10**
RESIDENT EVIL 2 STRATEGY
Demos: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE

☐ **Issue 8 – May 1998 $10**
TEKKEN 3 STRATEGY
Demos: Einhänder, Gex: Enter the Gecko, Klonoa

☐ **Issue 9 – June 1998 $15**
GRAN TURISMO REVIEW
Demos: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive

☐ **Issue 10 – disc only $7.99**
Demos: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA ShootOut, Blasto, Speed Racer

☐ **Issue 11 – August 1998 $15**
VIGILANTE 8 STRATEGY
Demos: Tekken 3, Turbo Prop Racing

☐ **Issue 12 – September 1998 $10**
ELEMENTAL GEARBOLT STRATEGY
Demos: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S.

☐ **Issue 13 – October 1998 $10**
SPYRO THE DRAGON
Demos: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3

☐ **Issue 14 – disc only $7.99**
Demos: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance

☐ **Issue 15 – December 1998 $10**
CRASH BANDICOOT STRATEGY
Demos: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Kagero, Metal Gear Solid, Gran Turismo

☐ **Issue 16 – January 1999 $10**
TOMB RAIDER III STRATEGY
Demos: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu

Issue 17 SOLD OUT

☐ **Issue 18 – March 1999 $10**
SYPHON FILTER STRATEGY
Demos: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er

☐ **Issue 19 – April 1999 $10**
SILENT HILL STRATEGY
Demos: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar

☐ **Issue 20 – May 1999 $10**
LEGEND OF LEGAIA STRATEGY
Demos: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender

☐ **Issue 21 – June 1999 $10**
GEX 3 STRATEGY
Demos: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure

☐ **Issue 22 – July 1999 $10**
STREET FIGHTER ALPHA 3 STRATEGY
Demos: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Croc 2, Soul of the Samurai, Bloody Roar 2

☐ **Issue 23 – August 1999 $10**
APE ESCAPE STRATEGY
Demos: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball

☐ **Issue 24 – September 1999 $10**
JADE COCOON STRATEGY
Demos: Um Jammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Grand Prix Racing

☐ **Issue 25 – October 1999 $10**
FINAL FANTASY VIII STRATEGY
Demos: Metal Gear Solid, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Toy Story 2, Pac-Man World

☐ **Issue 26 – November 1999 $10**
CRASH TEAM RACING STRATEGY
Demos: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3

☐ **Issue 27 – December 1999 $10**
DINO CRISIS STRATEGY
Demos: GT 2, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4

☐ **Issue 28 – January 2000 $10**
RESIDENT EVIL 3: NEMESIS STRATEGY
Demos: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem

☐ **Issue 29 – February 2000 $10**
MEDAL OF HONOR STRATEGY
Demos: Tomba! 2, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding

☐ **Issue 30 – March 2000 $10**
GT2 STRATEGY
Demos: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4

☐ **Issue 31 – April 2000 $10**
SAGA FRONTIER 2 STRATEGY
Demo : Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido

☐ **Issue 32 – May 2000 $10**
SYPHON FILTER 2 STRATEGY
Demos: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour

☐ **Issue 33 – June 2000 $10**
FEAR EFFECT STRATEGY
Demos: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session

☐ **Issue 34 – July 2000 $10**
TONY HAWK'S PRO SKATER
Demos: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion

☐ **Issue 35 – August 2000 $10**
WHO WANTS TO BE A MILLIONAIRE
Demos: Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies

☐ **Issue 36 – September 2000 $10**
SOUL REAVER 2
Demos: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

☐ **Issue 37 – October 2000 $10**
STAR WARS
Demos: Bust-A-Groove 2, RC Revenge, Team Buddies, Sydney 2000, Muppet Monster Adventure, Sno-Cross Championship Racing

☐ **Issue 38 – November 2000 $10**
PS2 REVEALED
Demos: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, plus Metal Gear Solid 2 video!

☐ **Issue 39 – December 2000 $10**
CRASH BASH
Demos: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

☐ **Issue 40 – January 2001 $10**
GRAN TURISMO 3
Demos: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

☐ **Issue 41 – February 2001 $10**
Z.O.E.
Demos: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

☐ **Issue 42 – March 2001 $10**
EA SPORTS BIG
Demos: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

☐ **Issue 43 – April 2001 $10**
TWISTED METAL: BLACK
Demos: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

☐ **Issue 44 – May 2001 $10**
MOH: FRONTLINE
Demos: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

☐ **Issue 45 – June 2001 $10**
DARK CLOUD
Demos: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

☐ **Issue 46 – July 2001 $10**
TOMB RAIDER
Demos: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

☐ **Issue 47 – August 2001 $10**
FINAL FANTASY
Demos: Final Fantasy VIII Videos: Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the Final Fantasy movie trailer

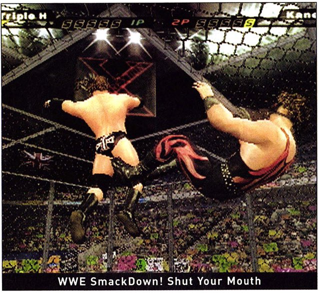
☐ **Issue 48 – September 2001 $10**
ICO
Demos: Mat Hoffman's Pro BMX
Videos: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

☐ **Issue 49 – October 2001 $10**
SILENT HILL 2
Demos: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

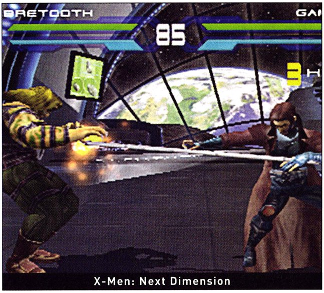
☐ **Issue 50 – November 2001 $10**
GRAND THEFT AUTO III
Demos: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3

☐ **Issue 51 – December 2001 $10**
METAL GEAR SOLID 2
Demos: NBA Street, Kinetica, Extermination, Gallop Racer 2001 Videos: Jak and Daxter: The Precursor Legacy, Ico, GameDay 2002, Kinetica

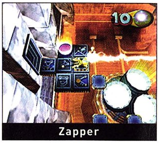
☐ **Issue 52 – January 2002 $10**
JAK AND DAXTER
Demos: Monsters, Inc., Sheep Raider, Mary Kate and Ashley's Crash Course, Jumpstart Wild Safari Field Trip Videos: Harry Potter and the Sorcerer's Stone, NBA ShootOut 2002



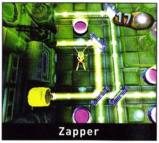
WWE SmackDown! Shut Your Mouth



X-Men: Next Dimension



Zapper



Zapper

WWE SmackDown! Shut Your Mouth

Publisher THQ
Developer Yukes Interactive
Website www.thq.com

SmackDown! exhausts me. As it creeps closer to looking like the WWF, er, WWE, I feel more in control of the telecast than in control of the game.

To succeed, the WWE needs the soap opera atmosphere. You watch the chitchat and get riled up, and then people battle. Since the wrestling tends to be the most boring part (outside of the gaudily priced pay-per-view events), the makers of *SmackDown!* have pushed the game in the soap opera direction with the new Career mode. It starts with the WWE draft and follows the events of the season you just finished watching. You're not only thrown into a world of poor smack talk and severe load times, but **you also already know what's going to happen**. Not fun.

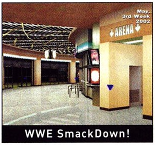
Replaying the WWE season is even more difficult because of the lengthy load times. Couldn't they have crammed some WWE trivia in between matches to keep things moving? I advise having a sink full of dishes, some undone laundry, and a dirty bathtub available when you play. You'll have plenty of time between matches to finish up those chores. Once the first season is over (I'll admit, I liked the draft), you're spun into a new season where anything can happen. I like this, it interests me, it's cool. But you can't get through the first season in fewer than 65,000 hours. Which is about 64,999 hours longer than I'm willing to take.

My other big gripe is the written-by-a-Rhodes-Scholar dialogue that the wrestlers spew about. Stone Cold's dialogue, printed at the bottom of the screen while his mouth moves around like he's chewing the world's biggest gumball, makes him sound like a well-read, respectable sally who should be in a sweater vest instead of that stupid "What?" T-shirt. Then, when you find other wrestlers patrolling the hallways backstage, passing the taco stand, they bark out wisdom like, "I'm gonna wish you good luck." Couldn't they just wish me good luck? And then they'll say, "Are you up for it, The Rock!" Yes, *the speaker* says that.

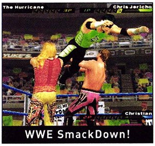
The controls bug me, too. Where's the innovation? I've got **the same limited move set**, and I'm always searching for the *SmackDown!* button when the time comes. Why not flick the right analog stick to make things easy?

Final Score ●●◖
Todd Zuniga

TEEN T ESRB
Players: 1-6
Memory Card: 228 KB



WWE SmackDown!



WWE SmackDown!

X-Men: Next Dimension

Publisher Activision
Developer Paradox
Website www.activision.com

It's surprising that Activision didn't just wait until spring to release *Next Dimension*—that way, the game could at least have piggybacked on some of the buzz that undoubtedly will surround the release of the second *X-Men* film. Because **the only people who are going to enjoy this game are the die-hard fans of its source material**. As with Paradox's first two *X-Men* fighters (*Mutant Academy* and its sequel), *Next Dimension* just doesn't stack up to the other fighting games out there.

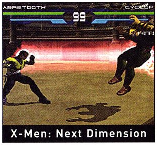
That's not to say Paradox shouldn't be commended for some of the features here. The game's graphics engine, for example, is quite solid and allows for massive, multiarea, *Dead or Alive 2*-style stages. The character count is also pretty impressive, including 24 good and bad guys drawn from the *X-Men* universe. Plus, there's **a rather innovative branching Story mode that allows you to use different characters depending on the situation**. Patrick Stewart even lends his voice to the game as Professor X.

Unfortunately, despite the fact that Paradox has clearly spent time trying to improve the gameplay engine, the actual fighting still holds this series back. Even with a commendable combo system, the game feels clunky—**controls are stiff at times, and the collision detection can be iffy**. The button scheme also seems flawed—confining throws and counters to the shoulder buttons isn't right. Plus, there's an overall lack of balance between the different characters, not to mention a rather difficult computer A.I.

When you factor in the insufferable load times, this becomes one fighting game I can only recommend to fans of the characters. And even then, I'm not entirely sure I should. The art style used for both the CG movies and in-game graphics is so putrid, fans might be offended. I'm not the most ardent *X-Men* follower, but I can't help but think that a lot of people will get turned off by seeing their favorite characters looking like this. To those people, I implore you to check out Capcom's *Marvel vs. Capcom 2* instead. It might not contain all of your favorite characters, but it certainly remains artistically faithful to those it does include—not to mention the fact that it plays light-years better than this.

Final Score ●●●
Sam Kennedy

TEEN T ESRB
Players: 1-2
Memory Card: 132 KB



X-Men: Next Dimension

X-Men: Next Dimension

Zapper

Publisher Infogrames
Developer Blitz Games
Website us.infogrames.com

Take *Frogger 2: Swampy's Revenge*, subtract the frog, add a cricket (or, "one wicked cricket," according to the rhyming wizards at publisher Infogrames), throw in a handy zapping weapon (because, you know, crickets can zap things, but frogs can't), and you've got *Zapper*.

If you've played *Frogger 2* on the PS1, that's all you really need to know; this is pretty much the same game, only now it's on PS2. And, of course, it no longer stars gaming's most famous amphibian.

If not, here's what you'll get: platforming gameplay distilled down to its most basic form. *Zapper*'s the kind of game, for example, that's best played with the D-pad rather than the analog stick, since it's completely on-rails and limits you to simple directional hops and the occasional two-step leap. **Jump, zap, leap, avoid baddies, collect stuff, jump some more—and that's about it.**

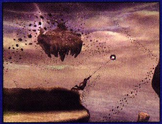
There's not a whole heck of a lot here, and what little you get can be beaten in a few hours. But don't be too hasty in dismissing *Zapper*. Games like this still fit nicely into a woefully undeserved niche: quality kid stuff. *Zapper*'s bare-bones mechanics and stripped-down controls make it **a solid choice for the beginning gamer**. Later levels even have a few clever puzzles that offer up a decent challenge. But if you're able to, say, tie your shoelaces without falling face forward, you're probably too advanced for this game.

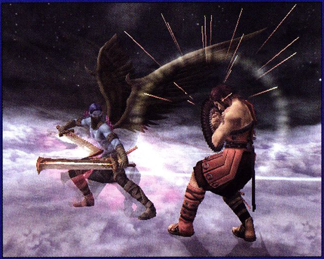
Final Score ●●◖
Gary Steinman

EVERYONE E ESRB
Players: 1
Memory Card: 101 KB

RYGAR: THE LEGENDARY ADVENTURE

Legendary indeed





Publisher Tecmo
Developer Tecmo
Website www.tecmoinc.com

As an update to the 8-bit classic *Rygar*, I completely expected that *The Legendary Adventure* would offer solid gameplay, since that's what the original game prided itself on and what Tecmo has been largely promoting for this new installment. To be perfectly honest, good gameplay was *all* I really hoped for here. Imagine my surprise when, a few hours into playing it, I realized I was playing perhaps the most beautiful game I've ever laid my hands on.

I'm by no means exaggerating. ***Rygar* is stunningly beautiful—jaw-dropping at times.** Its magnificent settings and superlative attention to detail yield some of the most picturesque moments in all of gaming. Marvel at how the setting sun paints everything orange as you pass by windows in a coliseum. Watch as fountains send water realistically cascading down hundreds of stairs as you climb them. See a clouded sky ablaze with lightning as you hang perilously over it. Scenes like these made me want to put down my controller and gape.

Other scenes almost made me forget I was playing a game. As I ran down crumbled stairs in a dimly lit Egyptian tomb, little trails of sand fell slowly beside me. It's an effect so subtle, you might not even catch it at first. But, coupled with the dramatic camera angles, dusky lighting, and seemingly hand-painted Egyptian backdrops, it produces a strikingly realistic picture that had me both mesmerized and baffled. Mesmerized by how such a small effect as trickling sand adds to the scene. Baffled because it's effects like these that you just don't see in games. Yet, in *Rygar*, you do. **In terms of its cinematic approach, this game is unmatched (except perhaps by Sony's *Ico*).**

Adding to *Rygar*'s extraordinary presentation is a divine soundtrack performed by the Moscow International Symphony Orchestra. Clearly inspired by such films as Ridley Scott's *Gladiator*, the music perfectly accentuates the mood of each scene. In terms of game sound tracks, it ranks among the best.

And then comes the gameplay, which had me just as surprised as any of the game's aural and visual spectacles. Returning from the original is the Diskarmor weapon, a spinning, spiked shield on a chain that you can swirl back and forth as you would a yo-yo. With it comes an incredible amount of depth that I simply wasn't prepared for. In addition to several different attack types matched to different buttons on the controller, a massive roster of combos and special attacks can be learned and pulled off as you progress through the game. And **each Diskarmor you collect has its own set of attacks, resulting in a seemingly endless amount of offensive possibilities**.

What's more, the game itself is incredibly deep, something I was definitely not prepared for. I expected a rather traditional beat-'em-up, but quickly realized that it actually offered tons of strategy, exploration, and replay value. If you've ever wondered what *Castlevania: Symphony of the Night* would be like in 3D, *Rygar* is a brilliant example. You're constantly unlocking areas, finding secret items, and building up your character's stats. There's just so much to uncover and unlock, it could take you several playthroughs to discover it all. The puzzles are also well designed, rarely resulting in confusion and often offering visual indicators to assist you.

> **"*Rygar* remains an incredible experience, and one of the finest action games I've ever played."**

Another of *Rygar*'s remarkable accomplishments is the destructability of massive portions of its environment. It's absolutely brilliant; **your Diskarmor can crush virtually everything**. It's especially impressive when huge chunks of your surroundings crumble before you—you've never before seen anything like this in a game. Not only does it feel gratifying to smash stuff, but it also becomes an integral part of the gameplay, in that you need to constantly wreak havoc in order to discover secret items and pathways.

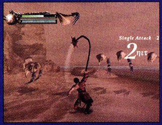
There are, however, a few areas in which the game falters. The camera, for example, can get problematic at times. *Rygar* uses a *Devil May Cry*-esque fixed camera system that, despite adding great cinematic flair, can sometimes confuse, and other times completely obstruct onscreen elements. **There's also a lack of diversity among the enemies**, with large caterpillar-like creatures popping up a good deal of the time. Many massive bosses are sprinkled throughout, but this brings up my next complaint: The bosses, although incredible to look at, are not as much fun to fight as they should be. Often, there's very little strategy required to take them out, and the experiences don't come off as well as the designers no doubt hoped they would.

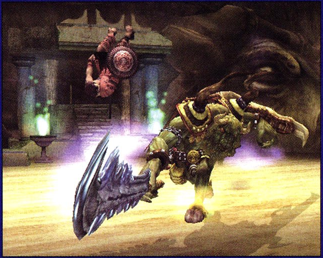
Despite its faults, *Rygar* remains an incredible experience, and one of the finest action games I've ever played. Tecmo should be proud; this is a game that truly lives up to its fine heritage. In fact, I wouldn't be surprised if *Rygar* is just as revered a decade from now as the original game is today.

Final Score ●●●●◐

Sam Kennedy

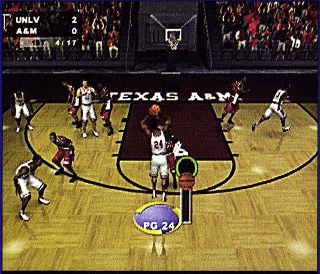
TEEN T ESRB
Players: 1
Memory Card: 148 KB



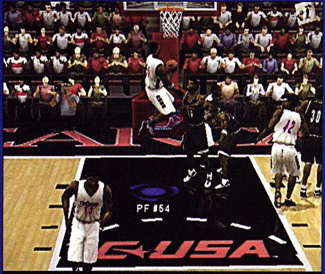


NCAA BASKETBALL ROUNDUP

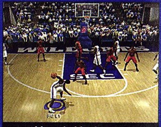
Who has the skills to make it to the Big Dance?



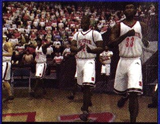
NCAA Final Four 2003



NCAA March Madness 2003



March Madness



March Madness

NCAA Final Four 2003

Publisher 989 Sports
Developer Killer Game
Website www.989sports.com

Final Four isn't an unplayable game, or a game you'd dread being stuck with on a desert island, but it's the Richmond Spiders to *2K3*'s Duke and *March Madness*' Stanford. In other words, it tries really hard, but it gets slaughtered when it goes up against Duke and falls short when it goes up against Stanford. In either case, this freshman realizes it doesn't belong in the Big Dance.

The game's biggest issue is that it's roughly animation-free. The steal animation looks like your guard is pecking at the ball, rather than trying to steal it. There's no fluidity whatsoever. **The dunk animations turn average players into skywalkers without giving them the benefit of momentum.** I know it's a videogame, but come on—I don't need 5-foot-9-inch Bobby Jo Appletree from Big Butt, Montana, taking off from outside of the lane. Or, if he does, make me give him a running start.

The shooting meter is another point of contention for me, but it's *Final Four*'s thing, so I'll simply say that I think it's misused. **The meter holds the same pace, regardless of what difficulty level I'm playing.** Shouldn't it be more difficult for my 7-foot center to bang down a long-range shot? It is, statistically, but the meter moves at the exact same speed for him as it does for every other guy. Then again, if it moves slowly for my guard, that means there's a bigger risk of being blocked. I say douse the shooting meter, and fast.

The good thing about *Final Four* is that it's largely improved from last year's version, but so is the competition. Ask yourself: Why make your mark at Valparaiso when you can play for Maryland?

Final Score ●●◐

Todd Zuniga

EVERYONE E

Players: 1-8
Memory Card: 710 KB

PROV 0
NCSU 0

Final Four

NCAA March Madness 2003

Publisher EA Sports
Developer NuFX
Website www.easports.com

Should I really be scouring ESPN.com trying to figure out if the Utah Utes is a team packed with All-Americans? Because they play flawless ball. They thumped me and kept on thumping, and took six seconds off the clock every time they ran up the floor. Plus, the team's super-duper superstar broke the backboard. He must be the next Shaq! Who'd have thought Utah, of all places, would get Shaq 2? The team blocked nearly every shot (26 in a 14-minute game—most teams *might* block five in one game); they were indefensible. They surgically dismantled me, and the lobotomy took out all of the fun. Worse yet, Utah's just one of many teams that did this to me.

I feel like nothing I do matters. The game is completely out of control. Like *Live*, *March Madness* is too fast. The game gets away from you very quickly. You can't look at the scoreboard, because the computer team is flashing up the court. When you finally do drain a shot (after retrieving the blocked shot), you feel like you've scored a goal in the NHL. Which is a real problem, because this is not hockey (though it feels like it); scoring shouldn't be impossible.

I hate that the ball has to hit nothing but net. If it doesn't, it's a miss. **Why can't my shot play on the rim?** I've seen it in real basketball. But this isn't real basketball. It's baskethockeyball.

Just like *Live*, this game rides the right analog stick for glory. You can use it to get around defenders, but I'm running into the same problem I had with *Live*: It's not intuitive. I try a million things and end up with a basic crossover. **Give me a Help menu** so I can pause, check out a cool move, unpause, pull off learned cool move, then score. If help were available within the game, I wouldn't be so mad at *March Madness*. I could even get around Utah's near-pros.

Of all the bad, Dick Vitale's return is great. He is a man possessed, blurting wild Vitale-isms. I feel like a diaper dandy, baby!

March Madness is the sophomore in this pack. If you just can't live without PS2 college hoops, go with *2K3* this season.

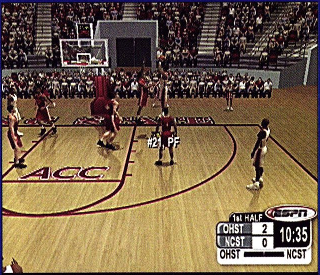
Final Score ●●●

Todd Zuniga

EVERYONE E

Players: 1-8
Memory Card: 894 KB

CATEGORIES	FINAL FOUR	MARCH MADNESS	NCAA 2K3	WINNER
School Spirit	The crowd is wild, but they sure do echo. Sounds like a noisy cathedral.	The crowd is right in your face, plus they like to yell "three" for trifectas.	The crowd is loud, but they never seem to root for the underdog. Strange.	**NCAA 2K3**
Dunkadelic?	Players can magically soar to the hoop without momentum. That's not good.	Nothing crazy, plus this game features college's most likely shot: the lay-up.	The dunks are great, but if you did them in a college game, you'd get benched.	**March Madness**
You *are* special	Better than its NBA counterpart, the special moves in *Final Four* have some effect. But they're still timid.	The freestyle stick offers up lots of creativity, but a help menu would've made things a lot easier.	Each player has a turbo special move and a regular special move. But there needs to be more juice.	**March Madness**
Be the next John Wooden	If you prefer to recruit more than play, this will zip you through lots of seasons fast. The menus are super-ugly, though.	Simulating a season takes about forever. Plus, the menus try to slow you down. The worst of the crop here.	Easy to navigate, quick to load. You choose how to develop your players. This is a hot seat worth sitting on.	**NCAA 2K3**
Overall	Improved over last year, but until there's more polish and better animations, it's just happy to make the Field of 64.	Too much glitz, not enough grit, *March Madness* doesn't make the Sweet Sixteen. It's been broken since 2000.	While *2K3* has a-ways to go, it's easily the only game that has the chance to leave for the NBA early.	**NCAA 2K3**



NCAA College Basketball 2K3

NCAA 2K3

NCAA 2K3

NCAA College Basketball 2K3

Publisher Sega Sports
Developer Visual Concepts
Website www.segasports.com

If I rate my favorite sports in order, college hoops is right behind baseball and hockey. I love the energy, the wild upsets, and the strategy.

If there's a team with a crew of tall guys and they're playing a team of short guys, the tall-guy team is going to use its size and power, while the short-guy team is going to use its speed, guts, and outside shooting. Like, if Holy Cross is playing Duke, for example. And if Holy Cross can hold on, if they can keep it to a three-point game, I relish those last 30 seconds. I'm on the edge of my seat, hoping the tall guys choke so the short guys can celebrate as if a giant, speeding meteor has narrowly missed Earth.

With all that in mind, *2K3* offers up the most authentic college basketball experience. But even *2K3* **didn't give me the urgency and atmosphere necessary to make the NCAA Tourney games feel as relevant as the real thing**. The most fun I had was taking a ridiculously undertalented team like Murray State into the Sweet 16. But if you have any kind of gaming skills and your alma mater is a basketball force, winning the tourney feels too easy.

But since college hoops is mostly about upsets and Cinderella stories, the Legacy mode will keep you interested for a long time. I took a small school (Lehigh—it's in Pennsylvania) and tried to build the team up so my coach could be offered a better job at a bigger university. I ended up with an ulcer, a vitamin-B deficiency, and a job at another school with a chance of making March somewhat mad. I was ecstatic.

The Legacy element I like most is dictating how my coach "teaches" his style. If you want to focus on defensive teamwork, put the sliders towards defense and away from Star Focus. You can choose between Inside or Outside, Flash or Fundamentals, and lots more. It puts you in control of how your players improve from year to year. If they don't go pro early, that is.

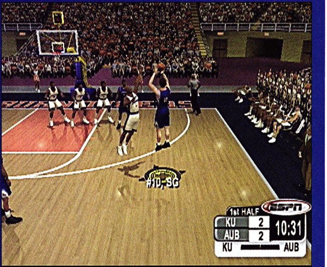
The Gym Rat mode is great, too. You can pick two-on-two or three-on-three, then play to seven or 14 or 21. It's perfect for a multiplayer session. Plus, online's great.

If the makers of *2K3* tone down the amount of crazy dunks (come on, this is college), **tighten up the CPU A.I.** (they don't foul at the end of games), and brighten the graphics, this one will dominate the Field of 64.

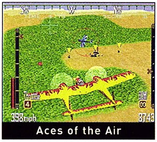
There's no must-have college hoops game to own this season, unless you must have a college hoops game. In that case, go with this well-rounded senior.

Final Score ●●●●
Todd Zuniga

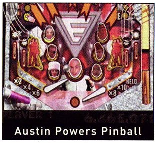
EVERYONE E CONTENT RATED BY ESRB **Players: 1-8**
Memory Card: 547 KB



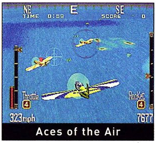
NCAA 2K3



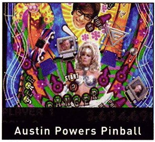
Aces of the Air



Austin Powers Pinball



Aces of the Air



Austin Powers Pinball

Aces of the Air

Publisher Agetec
Developer D3 Publisher
Website www.agetec.com

After playing this game for about 10 minutes, I noticed that my cheeks were wet. I thought at first that I was crying in response to the pain of playing this awful game. Then I realized that my eyes were bleeding.

OK, it's not *that* bad. It won't *actually* make your eyes bleed—unless you get so sick of looking at the nasty, blocky graphics that you gouge your own eyes out. I suppose that would do it. Or if you get so angry at the **mind-bogglingly unresponsive controls** that you throw your controller at a wall and it shatters, burying shards of plastic deep in your eye sockets. Or if you crash one too many times due to the game's incomprehensible refusal to let you fly below 3,500 feet, and bang your head on a table, accidentally impaling yourself on a salad fork. But, I digress; let me get back to the point.

The point is, *Aces* belongs in the same category of bargain-basement shovelware as *Racing*; **it's a game you'll get sick of long before you get your 10 dollars worth**. You'll probably spend less time with this game than you'd spend at your average summer blockbuster...and yet, you'd pay more.

No matter how creative *you* get (with the math), the fact remains that *Aces* is anything but. Save your money and buy an old *Ace Combat* game...or *Bogey: Dead Six*...or heck, buy *Crash 3* and dive into the flying levels in that game. They're light-years ahead of this monster.

Final Score ◖
Joe Rybicki

EVERYONE E CONTENT RATED BY ESRB **Players: 1**
Memory Card: 1 block

Austin Powers Pinball

Publisher Gotham Games
Developer Wildfire Studios
Website www.take2games.com

Gotham Games' parent, Take-2, has been sitting on the *Austin Powers* license for a couple of years now, and this is the best they could come up with? I like pinball games and find the *Austin Powers* movies quite amusing, but *Austin Powers Pinball* is nothing more than a momentary diversion for even the most devoted fans of either.

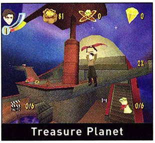
The game does an adequate job of representing a real pinball machine on your TV—the bottom portion of the screen represents a typical pinball game's video display and frequently runs brief animations of Austin and other popular characters from the films. Since this takes up a good chunk of the screen, however, it occasionally obstructs and detracts from the real action. The controls are pretty spot-on, though. Mapping the pinball flippers to the L1 and R1 buttons feels absolutely perfect.

As for representing the *Austin Powers* movies, *Pinball* has a bunch of voice clips and animations from the flicks, plus a number of aptly themed tables and challenges. Unfortunately, **what's really missing here is the humor of the films**. Everything fits, but there's no wit or excitement. Even the music, though *Austin Powers*-ish, seems stale. The developers also neglected to include any parts from the third film—not that I minded.

Even though pinball titles are in short supply these days, this still basically ends up being your typical, avoidable $10 game.

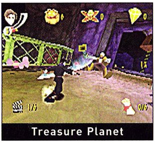
Final Score ●●
Sam Kennedy

TEEN T CONTENT RATED BY ESRB **Players: 1**
Memory Card: 1 Block



Treasure Planet

Harry Potter



Treasure Planet

Sprig of mint.

Harry Potter

Disney's Treasure Planet

Publisher Sony CEA
Developer Magenta Software
Website www.scea.com

All I want to do is climb *down* a ladder. I don't think that's asking too much. I mean, you can go *up* a ladder, so why can't you go *down* a ladder? It's only logical. Granted, there are times when it's easier to go up than down. Like last weekend, for example, when I was out on a boat drinking a bit too much. I scrambled up to the top deck lickety-split, but getting back down? Now, that was a doozy! Even so, I made it down. Yeah, it took some effort, but I did it. I didn't plummet to the ground, losing a hefty chunk of my life energy in the process. I didn't have to pull off some sort of cockamamie procedure in which I broke my fall by double-jumping, then lunging forward to grab hold of the ladder. I didn't have to *glide* down using my shape-shifting sidekick Morph. I got down the old-fashioned way, dammit! And now I want is to do the same thing in this silly game. But I can't. So I'm peeved.

Funny thing is, you can get around just fine in the PS2 *Treasure Planet*. You can go up, down, left, and right with no problem. And you can have plenty of fun doing it.

But **good luck trying to do other basic things in this game**. And don't even try telling me that the PS1 can't handle simple tasks like going down ladders—I've seen it done before in countless other PS1 platformers. Which only makes me wonder: Why bother with this one when there are so many better games out there?

Final Score ●●◐

Gary Steinman

Players: 1
Memory Card: 2 blocks

Harry Potter and the Chamber of Secrets

Publisher EA Games
Developer Argonaut
Website www.eagames.com

You may be surprised to learn that the PS1 version of *Chamber of Secrets* is, in some ways, better than the PS2 edition—not many ways, but **it does have one significant advantage over its big brother: It makes sense**.

By that, I mean that it's possible for a *Harry Potter* neophyte to fire up the game and have at least some inkling of what's going on. Granted, you may not be able to appreciate the overall meaning and subtle nuances of the story, but you will be able to keep your head above water—unlike in the PS2 version.

As for the rest of the game... well, it's on PS1—what else do you need to know? It **looks and feels very similar to the PS1 version of *Harry Potter and the Sorcerer's Stone***, but with a few more interesting minigames thrown in. You're still forced to use the "correct" spell for any given situation; you still play a Simon-says-like button-pressing game in order to learn those spells; and your exploration of Hogwarts is still limited to, essentially, almost none.

Nevertheless, it's a fairly inoffensive game that does a fairly solid job of following the plot of the book. There's some solid voice work, some pleasant diversions courtesy of the frequent minigames, and that helpful auto-jump, auto-climb control scheme we saw in *Sorcerer's Stone*. It's not spectacular, but it's good enough.

Final Score ●●●

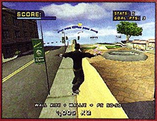
Joe Rybicki

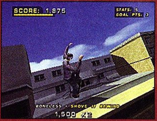
Players: 1
Memory Card: 1 block

TONY HAWK'S PRO SKATER 4

What else are you going to buy?

SCORE: 854
1:19





Publisher Activision
Developer Vicarious Visions
Website www.activision.com

The biggest challenge, for me, isn't pulling off an inflated Sick Score or twisting off a bunch of insane tricks, it's playing the PS2 version of *Hawk 4*, then backtracking to the PS1 version. But as a wily Hawkster who finds it stupidly important to beat both versions of the game (I'm hardcore, dawg), this is a PS1 title those without PS2s will eat up.

Here's how it works: You skate around in different environments and find icons (in PS2 they're pedestrians) that spill the beans about your next challenge. You might get "Fingerflip Over Grass" or "Knock Over All Trashcans on Pier." Once you've got a mission, the timer starts, and you're on your way. The one thing that bums me out is that **you have to finish a challenge right when you get it**. In the PS2 version, you can go to the Pause menu and pick out a challenge from there. Is it a memory issue? I'd like to be zapped around to different places, instead of having to skate everywhere looking for an icon.

Which brings me to the game's biggest problem, which is a PS1-related issue. If you have to collect S-K-A-T-E, good luck. You can't look around, you can't see off in the distance, and you're basically going on faith. The levels (modeled after the PS2 version) are so big, you really need a map. A map wouldn't have been such a bad idea. A map would've been innovative! But instead, **you go through the game without any sense of direction**. It's really unfortunate. Every level feels more like you're playing in an oasis. Things are vaguely viewable, and then when you get closer, they start to appear.

> **"The coolest part is that the Hidden Tapes are still around..."**

Alternately, making the levels smaller would've been a hit. But the kids want a PS2 kind of game on the PS1, which makes it harder for PS2 owners to get into it.

Still, **if you've never played any of the *Hawk* games before, this is a great way to cut your teeth**. The first level of the game serves as a sort of tutorial, which I really liked (even though old pros will know all of the moves). Plus, you get to choose the goals you feel like doing. But if you're looking to get onto a virtual skateboard, I would suggest going back to the original. It's cheaper, more compact, and a great warm-up for *Hawk 2*, which is a great warm-up for *Hawk 4*. (Go ahead and skip *Hawk 3*.)

The coolest part of the game is that the Hidden Tapes are still around (they've been shunned on the PS2 version), and there are skateboards hidden within the levels. Then again, trying to check out your skater's set of moves means you have to back out of a level completely, and that really, really sucks.

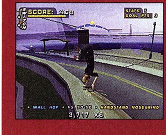
Still, when it comes down to it, **what other new PS1 games are you going to buy?** In that respect, *Hawk 4* is a clear winner. It offers up more goods than its PS1 predecessors, and you'll love the sound track.

Final Score ●●●●

Todd Zuniga

Players: 1-2
Memory Card: 1 block

SCORE:
COMBO
0:14
FS 50-50
135



SCORE: 2,790
STATS: 5
GOAL PTS: 3
BONELESS • JUDO MADONNA
2,100 X2

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EXCLUSIVE STRATEGY!

GTA VICE CITY

Vice Vice Baby!

Everyone knows you've been playing nothing other than *Vice City*. How do we know? Because we've been playing nothing other than *Vice City*. Because the game is so vast and so endless, we decided to show off some cool stuff without giving too much away. We don't want to ruin the surprises, now do we? That's why we're giving you tidbits, like where to find the choppers, what songs are missing from the CDs, and five DVDs to watch.

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Tony Hawk 4

If you bought *Tony Hawk 3* and thought Neversoft let you down, don't worry. The follow-up is brilliant in countless ways, and you'll get more than 40 hours of gameplay from it, easy. If you want to find everything, you'll have to stick with us. We give tips to the first three levels, show off some secret spots within the game, and answer the question that's been on everyone's mind: Who is Atiba Jefferson?

PS2 Tricks and Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score. A number ❶ indicates its rank in the top 10 selling games for each system.

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Barbarian	Titus	●●	57
Bass Strike Virtual Fishing Tournament	THQ	●◖	51
Batman: Vengeance	Ubi Soft	●●●	51
Blade II	Activision	●●	62
Blood Omen 2	Eidos	●●●◖	57
BloodRayne	Majesco	●●●◖	63
Bloody Roar 3	Activision	●●●◖	47
Britney's Dance Beat	THQ	●●●●	58
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◖	52
Burnout 2: Point of Impact	Acclaim	●●●●	63
Capcom vs. SNK 2	Capcom	●●●●◖	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Commandos 2: Men of Courage	Eidos	●●	62
Conflict: Desert Storm	Gotham Games	●◖	63
Conflict Zone	Ubi Soft	●●◖	63
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	Universal	●●●◖	51
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dark Summit	THQ	●●●◖	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
DDRMAX	Konami	●●●●	63
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Defender	Midway	●●●◖	62
Deus Ex: The Conspiracy	Eidos	●●●●◖	56
Devil May Cry	Capcom	●●●●●	50
Dino Stalker	Capcom	●●●◖	61
Disney Golf	EA Games	●●●●	61
Disney's PK: Out of the Shadows	Ubi Soft	●●◖	63
Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Downforce	Titus	●●	57
Dr. Muto	Midway	●●◖	63
Dragon Rage	3DO	●◖	54
Drakan: The Ancients' Gates	Sony CEA	●●●●	53
Driven	Bam!	●	52
Driving Emotion Type-S	Square EA	●●◖	41
Dropship	Bam!	●●●●	57
Dual Hearts	Atlus	●●●	61
Dynasty Tactics	Koei	●●●●◖	61
Dynasty Warriors 2	Koei	●●●●	38

Dynasty Warriors 3	Koei	●●●●	52
Ecco the Dolphin: Defender of the Future	Acclaim	●●◖	56
Egg Mania: Eggstreme Madness	Kemco	●●◖	61
Endgame	Empire	●●	59
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
ESPN International Track & Field	Konami	●●●	39
ESPN International Winter Sports 2002	Konami	●●●●	54
ESPN MLS ExtraTime	Konami	●●	44
ESPN National Hockey Night	Konami	●◖	45
ESPN NBA 2Night	Konami	●●	42
ESPN NBA 2Night 2002	Konami	●●●	56
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN Winter X Games Snowboarding 2002	Konami	●●●	53
ESPN X Games Skateboarding	Konami	●●●●	49
Eternal Ring	Agetec	●●	38
Eve of Extinction	Eidos	●●◖	56
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Evolution Skateboarding	Konami	●●◖	63
Extermination	Sony CEA	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 2002	EA Sports	●●●●◖	60
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
Fatal Frame	Tecmo	●●●●	55
Ferrari F355 Challenge	Sega	●●	61
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
FIFA 2002	EA Sports	●●●●◖	51
FIFA Soccer 2003	EA Sports	●●●●●	63
Final Fantasy X	Square EA	●●●●●	53
Fireblade	Midway	●●◖	59
Forever Kingdom	Agetec	●◖	53
Formula One 2001	Sony CEA	●●◖	50
Freekstyle	EA Sports Big	●●●●	59
Frequency	Sony CEA	●●●◖	52
Frogger: The Great Quest	Konami	●◖	53
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◖	50
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Giants: Citizen Kabuto	Interplay	●●●◖	51
Gitaroo-Man	Koei	●●●◖	53
Godai: Elemental Force	3DO	●◖	54
Gradius III and IV	Konami	●●◖	39
⑨ **Gran Turismo 3: A-spec**	**Sony CEA**	●●●●●	**46**

You want the bonus cars. You want all four of them. But you're having trouble getting them, eh? Be troubled no more. Just get two memory cards and enough cash to buy the cars at the resale price. Then get ready to roll. First, save your progress at the end of the second-to-last race, as long as you have enough points to skip the last race. Then—you guessed it—skip the last race. Press X when the black circle is under the desired car. If you do not get the car you desire, reload card one and try again. Once the desired car is chosen, save it to your second memory card. Reload card one, skip the last race, and choose the desired car. Trade it in without saving in the main menu. Load the second card in the Trade menu. Buy the previously chosen car, then overwrite and save to the second memory card. Reload the first memory card, skip the last race, choose the next car, then go to Trade again. Load card two in Trade. Next, buy all previously chosen cars, overwrite, and save to card two again. Sounds taxing, but it's easier than you think. Repeat until you get exactly what you want. It's the only fair way.

Grand Theft Auto: Vice City	Rockstar	●●●●●	63
⑤ **Grand Theft Auto III**	**Rockstar**	●●●●●	**52**

Chances are (if you're smart) that you're on to *Vice City*, back in time to that lost decade of decadence. These codes will come in handy, though, if you're still stuck in *GTA3*.

SPEED UP TIME While playing a game, press Circle, Circle, Circle, Square, Square, Square, Square, L1, Triangle, Circle, Triangle. If you entered the code correctly, a message will appear.

ALTERNATE COSTUMES While playing a game, press Right, Down, Left, Up, L1, L2, Up, Left, Down, Right. If you entered the code correctly, a message will appear.

PEDESTRIANS RIOT While playing a game, press Down, Up, Left, Up, X, R1, R2, L2, L1. If you entered the code correctly, a message will appear. Note: Saving the game will make the effects of this code permanent.

PEDESTRIANS ATTACK While playing a game, press Down, Up, Left, Up, X, R1, R2, L1, L2. If you entered the code correctly, a message will appear. Note: Saving the game will make the effects of this code permanent.

Grandia II	Ubi Soft	●●●◖	53
Grandia Xtreme	Enix	●●●◖	62
Gravity Games Bike: Street, Vert, Dirt	Midway	◖	61
GTC Africa	Majesco	●●◖	58
Guilty Gear X	Majesco/Sammy	●●●●	51
Gungrave	Sega	●●●◖	61
Gungriffon Blaze	Working Designs	●●●◖	39
Half-Life	Sierra	●●●●●	51
Harvest Moon: Save the Homeland	Natsume	●●●●	51
Headhunter	Acclaim	●●●	57
Herdy Gerdy	Eidos	●●●	56
Heroes of Might and Magic	3DO	●●◖	46
Hidden Invasion	Conspiracy	●●●	60
High Heat MLB 2002	3DO	●●●●	44
High Heat MLB 2003	3DO	●●●●◖	55
Hitman 2: Silent Assassin	Eidos	●●●●◖	63
Hot Shots Golf 3	Sony CEA	●●●●	55
Ico	Sony CEA	●●●●●	50
Jade Cocoon 2	Ubi Soft	●●●◖	53
Jak and Daxter: The Precursor Legacy	Sony CEA	●●●●●	52
James Bond: Agent Under Fire	EA Games	●●●●	52
Jeremy McGrath Supercross World	Acclaim	●	53
Jet X20	Sony CEA	●●	63
Jonny Moseley Mad Trix	3DO	●◖	54
Kelly Slater's Pro Surfer	Activision	●●●◖	61
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
Kinetica	Sony CEA	●●●●◖	50
King's Field: The Ancient City	Agetec	●●	55
② **Kingdom Hearts**	**Square EA**	●●●●◖	**61**

TRINITY LOCATIONS

RED TRINITY

World	Location
Traverse Town	First District, alley where Sora first arrives; Alleyway entry to Secret Waterway; Second District, roof of Gizmo Shop
Agrabah	Cave of Wonders, Treasure Room
Halloween Town	Oogie's Manor
Hollow Bastion	Entrance Hall

BLUE TRINITY

Traverse Town	First District, by tables; First District, near exit to town; Third District, ramp behind fountain; Mystical House, near the save point
Wonderland	Lotus Forest; Lotus Forest
Deep Jungle	Camp; Climbing Trees
Olympus Coliseum	Coliseum Gates; Coliseum Gates
Agrabah	Bazaar; Cave of Wonders, Silent Chamber
Monstro	Mouth; Throat; Chamber 5
Hollow Bastion	Dungeon; Great Crest

GREEN TRINITY

Olympus Coliseum	Coliseum Gates
Traverse Town	Accessory Shop
Agrabah	Storage Room
Neverland	Ship's Cabin
Hollow Bastion	Library (2F)
Wonderland	Rabbit Hole, near Save point; Bizarre Room, in the fireplace
Monstro	Mouth, on top of Geppetto's ship
Deep Jungle	Treetop

YELLOW TRINITY

Olympus Coliseum	Coliseum Lobby
Traverse Town	Mystical House, behind house
Neverland	Ship's Hold
Agrabah	Cave of Wonders, Hall

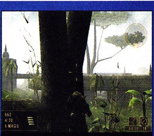
WHITE TRINITY

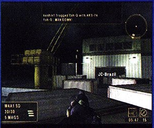
Wonderland	Lotus Forest, through portrait
Deep Jungle	Cavern of Hearts
Olympus Coliseum	Coliseum Gates
Traverse Town	Secret Waterway

SOCOM: SOUND OFF!

Readers reveal their favorite spots

Awhile ago, we put a request out on the message board for your favorite snipe points and strategies. We got a ton of responses; here are a few of the best.


Feed the Tree

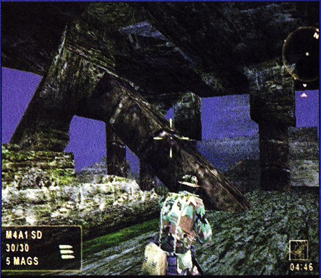


This is a crate spot!

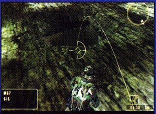
PS2fan325 tells us: "My favorite hiding spot in *Abandoned* is the tree to the left of the entrance as you're facing the temple where the terrorists start. Make sure you're in the opening that gives you enough room to go prone."

Lord_Shimazu says: "My favorite early sniping spot for the SEALs in *Frostfire* is on the big crate that's against the left wall."

And oralb808 delivered a mini-strategy on *The Ruins*, including these two choice hiding spots: "Head to the left from the SEAL starting point. There should be a ledge with what looks to be a fallen column. Climb up the column and you've got a great sniper spot. Or head left from the SEAL starting point and go into the river. Take cover in the shrubbery that allows you to see both ahead of you and the platform on the left. Terrorists with packages often go this way, and you can easily gank 'em without them knowing."



Ruin your enemies in the ruins

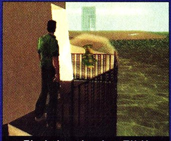

Droppin' bombs

The cheat box

As a final note, we've noticed some shameless miscreants exploiting a bug in *Frostfire* that lets you climb *into* a crate in the warehouse. Exploiting a bug is cheating; don't do it unless you want to be voted off your team.

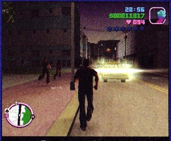
GRAND THEFT AUTO: VICE CITY

Tips, tricks, and tactics for the fastest-selling game ever



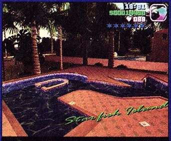
Find the glowing Tiki!

HIDDEN PACKAGES
Before, you'd get hooked up with a pistol when you scored 10 hidden packages, but in *Vice City* there's a better reason to get the packages. As soon as you score 10 of those tiki's (emerald green with a lovely gold trim), you'll get body armor. After 20, well, you'll see.



Be a good sport

GOOD-CITIZEN BONUS
You see the law running after some pickpocket on the city streets? Well, if you stop what you're doing and run over and punch a criminal (no guns, or you'll be the wanted person, plus don't hit the cop!), you'll score a fast $50. That pocket change can save your life, so be a Good Samaritan.



Decadent watering hole

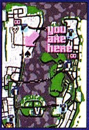
ROCKSTAR'S SKINNY DIP
There's a Rockstar pool located somewhere in *Vice City*. Want to find it? We'll say this much: It's on Starfish Island, along with some other decadent swimming pools. Better yet, you'll find a useful piece of weaponry floating in the water. Can't wait to find it, can you?

Shoot from the hip

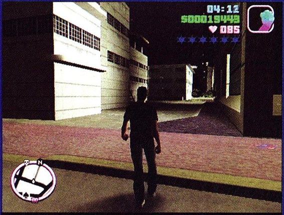
FIREFIGHTS
When you're in the shit, remember to crouch. Press L3 and you'll duck down. With machine guns, it makes you way more accurate than if you're standing. It'll come in handy. But remember, you need to uncrouch to move.

FLY GUY

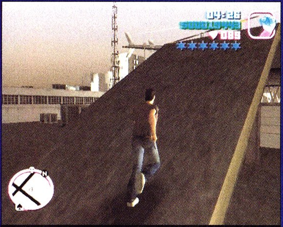
Want to score a helicopter fast? We pick the hottest spots to find a copter in a hurry.



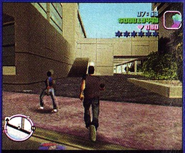
1. See that point on the map, the one with the big pink arrow a-pointin'? Go there as soon as you've got access to the opposite side of the map.
2. You see that staircase on the left? If you get closer, you will. Go to it and go up it.
3. You'll come to a spot with a big ramp. At the top is a chopper. Aren't unguarded police stations great?



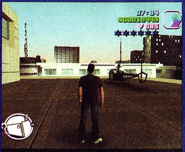
Go up the staircase on the left...



...and at the top of the ramp is a Maverick.

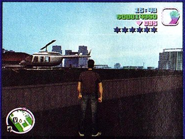


Go up these stairs...



...to find the Sparrow

1. Find this stairway (it's right by where you'll find the police copter).
2. At the top of that platform, you'll find a nice chopper. How good are your flying skills?



Go to the top of the mansion

Once you rake Diaz over the coals, go to the top of the mansion. You'll usually be able to find a whirlybird there (if Lance isn't trying to score dope with it).

Dukes of Comet

THE COMET
See that little convertible, called a Comet? Pull the driver out, get out yourself and make sure Vercetti politely closes the door. Then press Triangle to get back in. You'll hop over the door, instead of bothering with the handle. It makes a perfect getaway car, since you won't bother opening the door to get in. Make a note of it.

RAMPAGE!
While playing *GTA3*, it was wise to avoid the Rampage icons. Rampage meant you'd try your best and still end up with the screen flashing: Wasted! Not so in *Vice City*. You'll have a much better chance to succeed, and we encourage it. It's fun killing gang members, or completing whatever the mission du jour might be. So go for it.

SUPERHUMAN STRENGTH
For whatever it's worth, remember that Tommy Vercetti has a bit of Superman in him. He can push cars a few feet at a time just by running into them. While we haven't found it particularly useful, it's good for pushing buses into the lake—which is sort of cool unto itself.

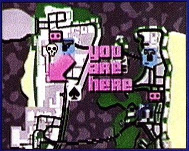
HIDEOUT HAVEN
Go to your hideout if you're in need of health. You'll be instantly recharged.

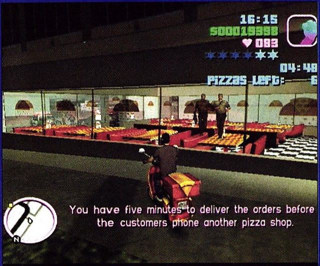
If you need to get the fuzz off your tail, go to the hideout, save your game, and then load it. If you don't load it, the 5-0 will still be hot after you.

Do you play the missions or just drive around causing trouble? Write us at opm@ziffdavis.com and title the e-mail *Replay: GTA: Crime Wave.*

HUNGRY FOR SOME PIZZA?

PIZZA DELIVERY
If you're in a workin'-man mood, you'll need to find a scooter out back of any pizza place. From there, you can deliver pies in a drive-by fashion. You're timed, so speed it up, Franky.

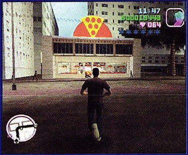


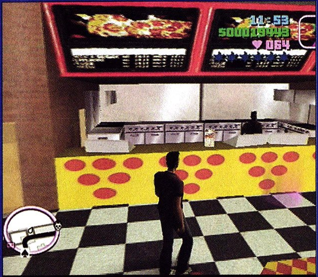


You have five minutes to deliver the orders before the customers phone another pizza shop.

Get on your dorky motorscooter and deliver!

PIZZA HOTSPOTS
Eat, drink, be merry, and refill your health at neighborhood pizza joints. A glowing pink circle means up to $99 for a refill of life (a buck for each point of recovery). Pricey pepperoni, don't you think?

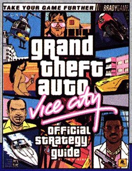




Order a fat slice of 'za to fill your health meter

IS THE VICE CITY STRATEGY GUIDE WORTH IT?

If you're going to go through the missions of *Vice City* only, you won't need this guide. But if you want to beat every aspect of the game, it's the only way to ride. From secret garages to secret packages to secret secrets, this guide delivers in brilliant fashion. At $15, it's a real bargain, and a necessary one.



BIKE TALK

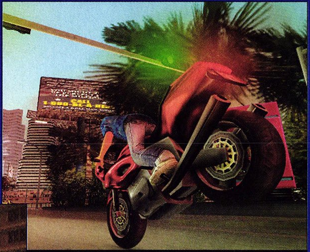
POPPIN' WHEELIES
If you want to get the most out of your biking experience, you're going to want to perfect the wheelie. It's nothing special: Pull back on the right analog. The trick is sustaining it. Find a nice straightaway and try to keep a wheelie for 20 seconds. Oncoming traffic is your worst enemy.

Riding the Sanchez's back wheel rules!

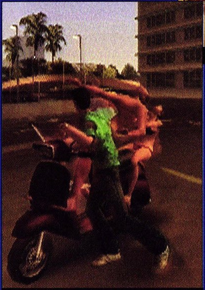
THE LONG GRIND
Wheelies are cool, but riding the front wheel of a bike is way cooler. You won't be able to do this on the Harley clone, but on any other bike, you can get a load of speed, hammer the brake, and push up on the analog. You'll use your front wheel to stop, and the more momentum you have, the longer the grind.

DROP KICK
Go to the front of the any bike and press Triangle. You'll kick the rider right in the jaw and instantly hop on the bike. Perfect for getaways.

FIREFIGHT
Getting into a firefight while on a bike isn't a bad thing. You can shoot straight ahead, plus it takes a lot of damage (though you can be hit, too, so beware). You can do some serious damage without hopping off your ride this way, and the bike absorbs most of the pain.



G's up, nose down, baby



Why elbow, when you can kick?

13:48
$00000298
087
Ocean Beach

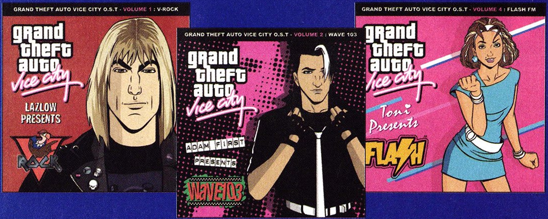
Fire away from any of the cycles

GRAND THEFT AUTO: VICE CITY

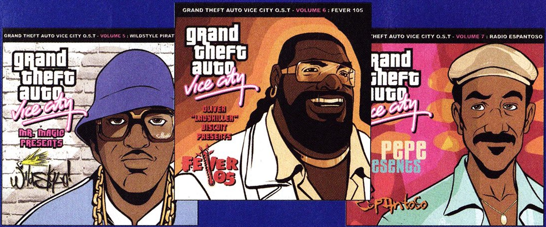
The missing tunes, must-see DVDs, and why you should buy *GTA3*

Vice City Sound track

So you burned $50 on the sound track, and you've spent $50 more on the game. While playing, you've noticed that some tracks in the game aren't on the sound track. Here's a list, per station, of the songs you'll need to find on a handy *Napster* clone.


GRAND THEFT AUTO VICE CITY O.S.T · VOLUME 1 : V-ROCK
grand theft auto vice city
LAZLOW PRESENTS
V-ROCK
GRAND THEFT AUTO VICE CITY O.S.T · VOLUME 2 : WAVE 103
grand theft auto vice city
ADAM FIRST PRESENTS
WAVE 103
GRAND THEFT AUTO VICE CITY O.S.T · VOLUME 4 : FLASH FM
grand theft auto vice city
Toni Presents
FLASH

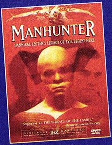
	ARTIST	SONG TITLE	ALBUM	YEAR
V-ROCK	Alcatrazz	"God Bless Video"	*Disturbing the Peace*	1985
	Loverboy	"Working for the Weekend"	*Get Lucky*	1981
	Rockstar's Lovefist	"Fist Fury"	*GTA: Vice City*	2003
	The Cult	"She Sells Sanctuary"	*Love*	1985
	Quiet Riot	"Cum on Feel the Noize"	*Metal Health*	1983
WAVE 103	ABC	"Poison Arrow"	*The Lexicon of Love*	1982
	Animotion	"Obsession"	*Animotion*	1985
	Sigue Sigue Sputnik	"Love Missile F1-11"	*Flaunt It*	1986
	Gary Numan	"Cars"	*The Pleasure Principle*	1979
FLASH FM	The Buggles	"Video Killed the Radio Star"	*The Age of Plastic*	1980
	Joe Jackson	"Stepping Out"	*Night and Day*	1982
	The Fixx	"One Thing Leads to Another"	*Reach the Beach*	1983
	Aneka	"Japanese Boy"	*Aneka*	1981
WILDSTYLE	Trouble Funk	"Pump Me Up"	*Drop the Bomb*	1982
	2 Live Crew	"Get it Girl"	*Is What We Are*	1986
	Tyrone Brunson	"The Smurf"	*Sticky Situation*	1983
FEVER 105	In Deep	"Last Night a DJ Saved My Life"	*Last Night a DJ Saved My Life*	1983
ESPANTOSO	Alpha Banditos	"The Bull is Wrong"	*Rockstar Games*	2003
	Apenas Como Eso	"Yo Te Mire"	*Rockstar Games*	2003


GRAND THEFT AUTO VICE CITY O.S.T · VOLUME 5 : WILDSTYLE PIRAT
grand theft auto vice city
MR. MAGIC PRESENTS
Wildstyle
GRAND THEFT AUTO VICE CITY O.S.T · VOLUME 6 : FEVER 105
grand theft auto vice city
OLIVER "LADYKILLER" BISCUIT PRESENTS
FEVER 105
THEFT AUTO VICE CITY O.S.T · VOLUME 7 : RADIO ESPANTOSO
rand theft auto vice city
PEPE PRESENTS
Espantoso

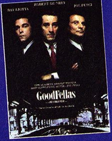
Have any tips on beating tough *GTA: Vice City* missions? Write us at opm@ziffdavis.com and title the e-mail *Replay: GTA: Vice City.*

Vice City DVDs

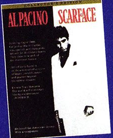
In order to enjoy the references in *Vice City*, you're gonna need context. These five DVDs were chosen as source material by the makers of *Vice City*. Of course, you'll still have to find reruns of *Miami Vice* on your tube in order to get the full frame of references, and sadly, it's not available on DVD just yet.


MANHUNTER
HANNIBAL LECTER'S LEGACY OF EVIL BEGINS HERE

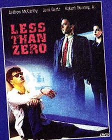
MANHUNTER
The prequel to *The Silence of the Lambs*, *Manhunter* is so highly stylized that you'll have to watch it more than once to let it all in. Directed by *Miami Vice* co-creator Michael Mann, it's since been remade as *Red Dragon*. Yeah, the one with Ed Norton and Ralph Fiennes.


RAY LIOTTA
ROBERT DE NIRO
JOE PESCI
GoodFellas

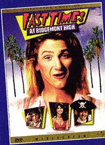
GOODFELLAS
Based on a true story, *Goodfellas* follows the life of Henry Hill (Ray Liotta) as he moves up in the mob hierarchy. Drugs, mob hits, and Joe Pesci overplaying a stereotype make this one a must-see.


AL PACINO
SCARFACE

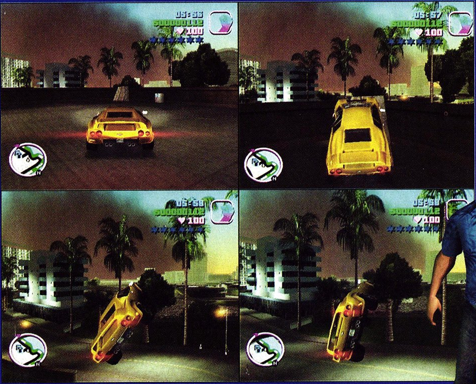
SCARFACE
If you're going to play *Vice City*, you absolutely must see *Scarface*. This flick follows the life of Tony Montana, a Cuban immigrant who builds a criminal empire in '80s Miami. If you're going to execute Diaz and buy up property in *Vice City*, this film hints at what kind of life you'll lead.

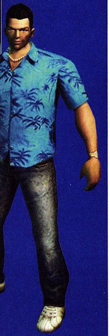

Andrew McCarthy
Jami Gertz
Robert Downey, Jr.
LESS THAN ZERO

LESS THAN ZERO
Based loosely on the Bret Easton Ellis novel of the same name (and we do mean loosely), *Less Than Zero* is an eye-opening look at wealthy post-adolescents living in Beverly Hills in the '80s.


FAST TIMES AT RIDGEMONT HIGH

FAST TIMES AT RIDGEMONT HIGH
All the movies listed above capture a certain dark spirit, but this flick shows off some outlandish humor. Sean Penn breaks in as Jeff Spicoli, an always-stoned surfer who battles Mr. Hand, the history teacher who thinks everyone is high (and he was right, wasn't he?).





THAT'S INSANE! If you're going to accomplish the insane stunt jumps, you'll want a PCJ. Cars just make it tough. But once you've done it on a bike, you have to try it in an Infernus. It makes for some of the sweetest rashes this side of Prawn Island. Just look at the shots above and try to tell us that doesn't look like a total blast.

GTA3 VS. GTA: VICE CITY

Most people who've spent 165 hours toying with *GTA3* will likely tell you that there's no reason to own it, now that *Vice City* is on store shelves (assuming it's not sold out, that is). So, if you don't yet own *GTA3 or Vice City*, and you only have $50 plus tax in your pocket, which one should you buy? The answer might not be so simple.

	GTA3	GTA: VICE CITY	EDGE
WHICH ONE HAS THE COOLER MISSIONS?	If you love gangster flicks so much that planting car bombs and having a dead guy in your trunk are integral parts of your *Sopranos* fan-fic, *GTA3* will beat your head in with a baseball bat, DeNiro-style.	More refined than its predecessor, the missions in *Vice City* are extravagant and littered with surprises. The missions are deftly cinematic, with more toys (including weapons and cars) along the way.	grand theft auto vice city
WHICH GAME HAS THE CHOICEST CHICK?	Debbie Mazar's raspy vocal contribution as Maria made you want her to shut her mouth. She was that good.	Fairuza Balk, the wicked witch of *American History X*, stars as a dame who willingly indulges in some of the game's more pornographic moments.	grand theft auto III
WHICH OF THE TWO WINS THE EYE-CANDY BATTLE?	The graphics are dusty, but they're stylized, and it might be easier to play in a NYC/Chicago hybrid than some sunswept wonderland. This is crime we're committing here, you know?	Crystal graphics, brilliant sunrises, and an underbelly uglier than pink parachute pants, *Vice City* is the place to go to see the power of the PS2.	grand theft auto vice city
ARE THE '80s BETTER THAN PRESENT DAY?	Maybe you're a child of the '90s and feel a compulsion to avoid games like *Vice City* or *Medal of Honor* because you're an egotist about your birth decade. Or maybe you just like dot-com commercials, because they make you feel at home.	If you shared your first kiss while Cutting Crew wailed in the background, or if you felt cooler than words when you scored a pair of acid-wash jeans, or if you impersonated Crockett and Tubbs, this one will hold your hand down memory lane.	grand theft auto vice city
WHO'S THE BEST BUDDY?	8-Ball was there from the beginning. He had your back, and he set you up from the get-go. He was tough and gravelly voiced, but you could trust him—a rarity in Liberty City.	Lance Vance has every reason to stay loyal, but he gets a little squirrelly when the money starts rolling in. He loses focus and seems to forget that his brother's dead. Plus, he's sloppy.	grand theft auto III

Agrabah	Cave of Wonders, Entrance
Monstro	Chamber 6
Atlantica	Triton's Palace
Halloween Town	Moonlight Hill
Neverland	Pirate Ship, on deck
Hollow Bastion	Rising Falls

Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
Knockout Kings 2002	EA Sports	●●●●	55
Le Mans 24 Hours	Infogrames	●●◖	48
Legaia 2: Duel Saga	Fresh Games	●●●	63
The Legend of Alon D'ar	Ubi Soft	●◖	54
Legends of Wrestling	Acclaim	●●◖	53
Legion: The Legend of Excalibur	Midway	●●●	59
Lego Racers 2	Lego Media	●●◖	51
Lethal Skies	Sammy	●●●	58
The Lord of the Rings: Fellowship of the Ring	Black Label	●●●◖	63
The Lord of the Rings: The Two Towers	EA Games	●●●●◖	63
Mad Maestro!	Eidos/Fresh	●●●	56
Madden NFL 2001	EA Sports	●●●●◖	38
Madden NFL 2002	EA Sports	●●●●◖	48
① **Madden NFL 2003**	**EA Sports**	●●●●●	**60**

GET MUMMIFIED To get the secret team, "'The Mummies,'" put a saved-game file from any EA Sports racing game on your memory card.
EXTRA HOT ROUTES It's not in the manual, but there are extra hot routes that'll come in very, very handy. Pull up your Hot Routes menu by pressing Triangle, then hold down the icon of your chosen receiver. Press L2 or R2 to make them go out for a slant. Be careful with the tight ends, though—sometimes the command will make them stay in to block.

The Mark of Kri	Sony CEA	●●●	59
Marvel vs. Capcom 2	Capcom	●●●●	61
Mat Hoffman's Pro BMX 2	Activision	●●●●	60
Max Payne	Rockstar	●●●●	53
Maximo: Ghosts To Glory	Capcom	●●●◖	54
MDK2 Armageddon	Interplay	●●●◖	45
Medal of Honor: Frontline	EA Games	●●●●●	58
Men in Black II: Alien Escape	Infogrames	●●◖	60
Metal Gear Solid 2	Konami	●●●●●	51
Metropolismania	Natsume	●●●	61
Midnight Club	Rockstar	●●●●	39
Mike Tyson Heavyweight Boxing	Codemasters	●	58
Mister Mosquito	Eidos/Fresh	●●●◖	56
MLB Slugfest 20-03	Midway	●●●●	59
Mobile Suit Gundam: Federation vs. Zeon	Bandai	●●●◖	61
Mobile Suit Gundam: Journey to Jaburo	Bandai	●	48
Mobile Suit Gundam: Zeonic Front	Bandai	●●●	54
Monster Rancher 3	Tecmo	●●●●	50
Monsters, Inc.	Sony CEA	●●●◖	55
Moto GP	Namco	●●●●	39
Moto GP2	Namco	●●●●◖	53
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal	●◖	52
MX 2002 Featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◖	52
MX Superfly Featuring Ricky Carmichael	THQ	●●●◖	59
Myst III: Exile	Ubi Soft	●●●◖	63
Namco Museum	Namco	●●●◖	53
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●●◖	51
NASCAR Thunder 2003	EA Sports	●●●●◖	62
NASCAR: Dirt to Daytona	Infogrames	●●●◖	63
NBA 2K2	Sega Sports	●●●●●	53
NBA 2K3	Sega Sports	●●●●●	63
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●◖	51
NBA Live 2003	EA Sports	●●●●	63
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA ShootOut 2003	Sony CEA	●●●	63
NBA Starting Five	Konami	●●◖	63
⑩ **NBA Street**	**EA Sports Big**	●●●●●	**47**

Unlocking cool pregame stuff can make *Street* even more fun. Here's the system: The first number is the number of times you press Square, the

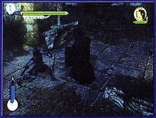
LOTR: THE TWO TOWERS

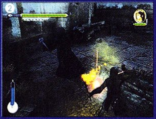
Follow these simple steps and beat all of Middle-earth's most malevolent bosses

THE NAZGUL AT WEATHERTOP

❶ Don't use your sword—it has no effect against Ringwraiths. However...

❷ ...fire does! Simply get next to the fire to draw a torch and wield it as you would a sword. When it's extinguished, pick up another.

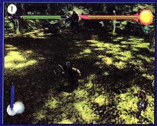


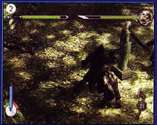


LURTZ THE URUK-HAI AT AMON HEN

❶ Dodge the arrows Lurtz shoots your way by running around and parrying them. When the timing's right, throw or shoot your projectile weapon his way. When he weakens, he'll pursue for some hand-to-hand combat.

❷ Projectiles are useless now, and so is direct combat. You need to coerce Lurtz to swing at you near a statue. When his sword gets stuck, assault him with combos! And don't forget to acknowledge the presence of other Uruk-Hai underlings.





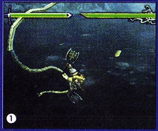
Who's your favorite character in *Two Towers*? Write us at opm@ziffdavis.com and title the e-mail *Replay: Two Towers Character.*

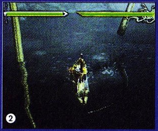
THE WATCHER IN THE WATER EN ROUTE TO MORIA

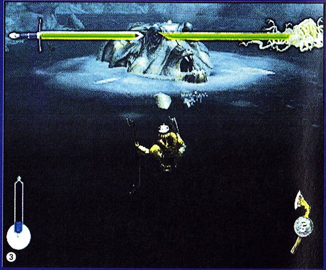
❶ Approach the Watcher's tentacles in the water and parry its attacks. (Pressing Square repeatedly works great.)

❷ The tentacle you parried will rise up, stunned. Chop it off! At the same time, though, be on the lookout for other free tentacles that might hit you before you can strike.

❸ The Watcher shows himself! Feed him a healthy diet of tasty projectile weapons.





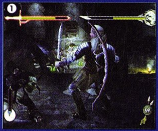


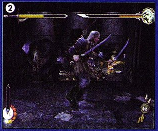
THE CAVE TROLL AT BALIN'S TOMB

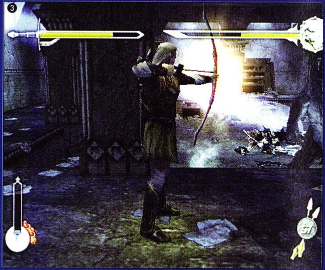
❶ Once you've weakened the Cave Troll enough to hop up to the ledge, remember that you also have to deal with the occasional Orc.

❷ Avoid the Cave Troll's chain by using the columns like shields in *Space Invaders*—for as long as they last, anyway. You can also dodge his attack by running from side to side.

❸ After the Troll has missed you, it's time to unleash your projectile weapon on him. You can usually get between one and three shots off, depending on your character.





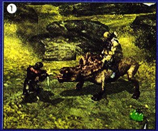


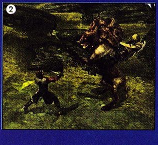
CAPTAIN OF THE WARG RIDERS

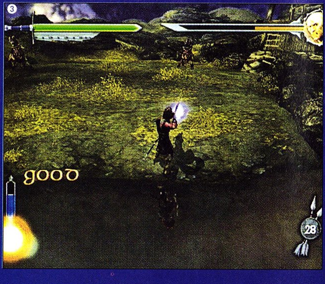
❶ After you've taken out the lesser Warg Riders, continually parry the Captain. He might still knock you down, but you won't be hurt.

❷ At some point, the Captain will triumphantly raise his Warg into the air. This is your time to strike with combos.

❸ The Captain will intermittently summon underlings to distract you. Simply back up to the water and fire projectile weapons in order to take them out quickly. Then get back to the Captain!







second is Triangle, the third is Circle, and the fourth is X.

ABA Ball	0-1-1-0
ABA Socks	4-4-4-4
Beach Ball	0-1-1-2
EA Big Ball	0-1-4-0
NuFX Ball	0-1-3-0
Soccer Ball	0-2-1-0

NCAA College Football 2K3	Sega Sports	●●◖	60
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◖	52
NCAA Football 2002	EA Sports	●●●●◖	48
⑦ **NCAA Football 2003**	**EA Sports**	●●●●●	**60**

CHEATING THE CAMPUS CHALLENGE Create your own team. Edit the roster so your team is filled with big-time studs. Enter Season mode with your team, and under the preseason options, schedule as many 1-AA teams as possible. Set your playing time for 15 minutes and kick the snot out of every team you play. The campus challenge points are awarded based on your level of play. Play on Heisman, since it's the hardest level, and you'll get increased value on your campus challenge credits.

NCAA GameBreaker 2001	Sony CEA	●◖	41
NCAA GameBreaker 2003	Sony CEA	●●	61
NCAA March Madness 2002	EA Sports	●●●	53
Need for Speed: Hot Pursuit 2	EA Games	●●●●●	62
NFL 2K2	Sega Sports	●●●◖	52
NFL 2K3	Sega Sports	●●●●◖	60
NFL Blitz 20-02	Midway	●●●●	55
NFL Blitz 20-03	Midway	●●●◖	60
NFL GameDay 2001	Sony CEA	●	40
NFL GameDay 2002	Sony CEA	●◖	53
NFL GameDay 2003	Sony CEA	●●◖	61
NFL Quarterback Club 2001	Acclaim	●●◖	50
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL 2003	EA Sports	●●●◖	63
NHL FaceOff 2001	Sony CEA	●●●◖	43
NHL Hitz 20-02	Midway	●●●●	51
NHL Hitz 20-03	Midway	●●●●◖	62
Ninja Assault	Namco	●●◖	61
No One Lives Forever	Sierra	●●●◖	56
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
⑥ **Onimusha 2: Samurai's Destiny**	**Capcom**	●●●●	**60**

UNLOCKING THE MYSTERY Want the mystery item? Go to the Dark Realm (where you scored the fire sword) and fight through the 20 levels. On the last level, you'll find a fiery crack in the ground. Examine it once to get the fire sword, then examine it again to turn it into a beam of light. Go into the light and you'll be swept away to a new level. There won't be anyone to fight, but open up the chest for a treat.

MIND FUNK To unlock Mind Twister mode, beat the game and collect all 18 artworks.

ALL KINDS OF FIREPOWER You can score unlimited arrows, magic armor, and bullets if you clear the game on Hard mode. You'll start the game with the Rekka-Ken, 20,000 Gold, 30 Secret Medicines, 10 Talismans, Maxed-out Armor, Unlimited arrows and bullets, and always-full magic. The question is: What will you use them for? You just beat Hard mode.

Orphen: Scion of Sorcery	Activision	●●●	39
Pac-Man Fever	Namco	●●	60
Pac-Man World 2	Namco	●●●●◖	54
PaRappa the Rapper 2	Sony CEA	●●●◖	53
Paris-Dakar Rally	Acclaim	●●	53
Pirates: The Legend of Black Kat	EA Games	●●●◖	55
Portal Runner	3DO	●●	50
Project Eden	Eidos	●●●◖	52
Pryzm Chapter One: The Dark Unicorn	TDK Mediactive	●●◖	60
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Ratchet & Clank	Sony CEA	●●●●●	63
Rayman 2 Revolution	Ubi Soft	●●●●●	41
Rayman Arena	Ubi Soft	●●●◖	57
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Card Soccer 20-03	Midway	●●●	57
Red Faction	THQ	●●●●●	46
Red Faction II	THQ	●●●●	63
Reign of Fire	Bam!	●●●◖	63
Resident Evil-Code: Veronica X	Capcom	●●●●◖	48
Rez	Sega	●●●●◖	53
Ridge Racer V	Namco	●●●●◖	38
Riding Spirits	Bam!	●●●◖	61
Ring of Red	Konami	●●●●	43
RLH: Run Like Hell	Interplay	●●●	62
Road Trip	Conspiracy	●●●●	61
Robot Alchemic Drive	Enix	●●●●	63
Robotech: Battlecry	TDK	●●●◖	62
Romance of the Three Kingdoms VII	Koei	●●◖	60
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take 2	●●◖	48
Salt Lake 2002	Eidos	●●◖	55
Savage Skies	Bam!	●●●	56
Scooby-Doo: Night of 100 Frights	THQ	●●●	58
The Scorpion King: Rise of the Akkadian	Universal	●●	62
Sega Bass Fishing Duel	Sega	●●●	62
Sega Soccer Slam	Sega Sports	●●	62
Sega Sports Tennis	Sega Sports	●●●●◖	60
Shadow Hearts	Midway	●●●●	52
Shadow of Destiny	Konami	●●●◖	43
Shadow Man: 2econd Coming	Acclaim	●●	57
Shaun Palmer's Pro Snowboarder	Activision	●●◖	52
Shifters	3DO	●	58
Shinobi	Sega	●●●◖	63
Shox	EA Sports Big	●●●◖	63
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silent Scope 3	Konami	●●●◖	62
Silpheed: The Lost Planet	Working Designs	●●●◖	40
The Simpsons: Road Rage	EA Games	●●●	52
Sky Gunner	Atlus	●●●◖	58
Sky Odyssey	Activision	●●●	40
Sled Storm	EA Big	●●●◖	55
Sly Cooper and the Thievius Raccoonus	Sony CEA	●●●●●	62
Smash Court Tennis Pro Tournament	Namco	●●●◖	56
Smuggler's Run	Rockstar	●●●●◖	39
Smuggler's Run 2: Hostile Territory	Rockstar	●●●●◖	52
Soccer America: International Cup	Hot-B	●●	48
Soccer Mania	EA/Lego	●●●◖	59
③ **SOCOM: U.S. Navy SEALs**	**Sony CEA**	●●●●●	**60**

LEVEL SELECT AT YOUR LEISURE To choose whatever level you want, beat the game on the 'Lieutenant Junior Grade' rank.

GET YOURSELF THE MGL To unlock the multiple grenade launcher, you'll have to beat the game three times. It's worth it.

TERRORIST FIREWORKS Beat the game with the rank of 'Ensign, and you can select Terrorist Weapons in the armory during single-player missions.

Soldier of Fortune	Majesco	●●●	52
Soul Reaver 2	Eidos	●●●	52
Space Race	Infogrames	●●◖	59
Spider-Man	Activision	●●●●◖	57
Splashdown	Infogrames	●●●●	52
Spy Hunter	Midway	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
SSX Tricky	EA Sports BIG	●●●●●	52
Star Trek Voyager: Elite Force	Majesco	●●◖	53
Star Wars: Episode I - Super Bombad Racing	LucasArts	●●	45
Star Wars: Jedi Starfighter	LucasArts	●●●◖	56
Star Wars: Racer Revenge	LucasArts	●●●●◖	55
Star Wars: Starfighter	LucasArts	●●●●◖	43
State of Emergency	Rockstar	●●●	55
Stitch: Experiment 626	Sony CEA	●●◖	59
Street Fighter EX 3	Capcom	●●●◖	39
Street Hoops	Activision	●●●◖	60
Stretch Panic	Conspiracy	●●●◖	47
Stuntman	Infogrames/Atari	●●●	59
Sub Rebellion	Metro 3D	●●●●	62
Suikoden III	Konami	●●●	63
Summoner	THQ	●●●	39
Summoner 2	THQ	●●●◖	62
Sunny Garcia Surfing	Ubi Soft	●●●◖	51

REPLAY FORUM

GTA: VICE CITY: TRAILS OR NO?

In *Vice City*, you have the option to turn Trails on or off in the Display menu. I prefer to turn the Trails off, because it seems like everything is too blurry, and its harder to see when they are on. This could also be because I am using a smaller TV. What are your views on this?

Shiznet6

We play with Trails off. Otherwise, it's not sharp enough for our visual palettes. But she looks pretty with the trails on.

VIRTUA FIGHTER 4: HEAVY METAL

How do I get the weird metallic chick in *VF4*?

Cadethartzell@aol.com

Defeat Dural in Kumite mode to unlock her in Versus mode. She is only fightable randomly in higher rankings. You will always go to her stage when you select her.

KINGDOM HEARTS: TEAM VICTORY

I found an interesting bug in *Kingdom Hearts* for the Olympus Coliseum levels. It's hard to get the timing down, but you need to use a curative item right as the battle ends, just before the Team Victory screen—the part where the members of your party do their little poses. You'll be cured, but the item won't be taken out of your inventory. With proper timing, you can use an elixir after every fight and still have plenty to spare.

Chris Newswanger
verticality@dejazzd.com

Super Bust-A-Move	Acclaim	●●●	41
Super Bust-A-Move 2	Ubi Soft	●●●◖	63
Supercar Street Challenge	Activision	●●◖	52
Superman: Shadow of Apokolips	Atari	●●●◖	63
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◖	52
Taz: Wanted	Infogrames	●●●◖	60
④ **Tekken 4**	**Namco**	●●●◖	**61**

LING XIAOYU'S NEW DUDS Beat Story mode with Ling Xiaoyu, then highlight her in the Character Selection screen and press Triangle.

DISPLAY ATTACK NAMES In Arcade/Time Attack/Team Battle/VS modes, you'll have to press Select during the game to see the names of your attacks. Every time you enter a command attack, the Japanese name will show up.

INTERNET-RANKING PASSWORD Complete Time Attack, Survival, Force, or Training mode to get your Internet-ranking password. Hold down Square and Triangle and press Up/Right (diagonally) on the control pad. You can then submit it to Namco Japan's Tekken 4 webpage to see how you rank against the rest of the Tekken gamers worldwide.

Tekken Tag Tournament	Namco	●●●●◖	39
The Terminator: Dawn of Fate	Atari	●●◖	63
Test Drive	Infogrames	●●●◖	58
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Tetris Worlds	THQ	●●	57
Theme Park Roller Coaster	EA Games	●●●●	41
The Thing	Universal	●●●	62
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour 2001	EA Sports	●●●	44
Tiger Woods PGA Tour 2002	EA Sports	●●●●	55
Tiger Woods PGA Tour 2003	EA Sports	●●●●◖	63
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos	●●●●●	39
TimeSplitters 2	Eidos	●●●●●	63
Tokyo Xtreme Racer Zero	Crave	●●◖	45
⑧ **Tony Hawk's Pro Skater 3**	**Activision**	●●●●●	**51**

Beating the game over and over can be tedious. Here's what you'll unlock along the way. Scoring Perfect Rail Balance is worth the effort.

1) Darth Maul
2) Wolverine
3) Warehouse Level
4) Officer Dick
5) Private Carrera
6) Burnside Level
7) Ollie, the Magic Bum
8) Kelly Slater
9) Roswell Level
10) Demoness
11) Snowboard Mode
12) Always Special Mode
13) Perfect Rail Balance Mode
14) Super Stats Mode
15) Giant Mode
16) Slowmo Mode
17) Perfect Manual Balance Mode
18 Tiny Mode
19) Moon Physics Mode
20) Expert Mode
21) First-Person Mode

Tony Hawk's Pro Skater 4	Activision	●●●●●	63
Top Angler	Xicat	●●●◖	57
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Transworld Surf	Infogrames	●●●◖	57
Tribes: Aerial Assault	Sierra	●●●◖	62
Triple Play 2002	EA Sports	●●	55
Triple Play Baseball	EA Sports	●●	45
Tsuganai: Atonement	Atlus	●●●	53
Turok: Evolution	Acclaim	●◖	62
Twisted Metal: Black	SCEA	●●●●●	47
Twisted Metal: Black Online	SCEA	●●●●	61
Ty the Tasmanian Tiger	EA Games	●●●	62
UFC Throwdown	Infogrames	●●●◖	58
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Vampire Night	Empire	●●◖	52
Victorious Boxers	Empire	●●●◖	51
Virtua Fighter 4	Sega	●●●●●	55
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wave Rally	Eidos	●◖	53
Way of the Samurai	Bam!	●●●◖	59
Whirl Tour	Vivendi Universal	●●	63
Wild Arms 3	Sony CEA	●●●◖	62
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43

SHINOBI 101

The only ninja survival guide you'll ever need

Shinobi may be a straightforward action game, but it can get really tough at times. Familiarizing yourself with some basic strategies will make life much easier, and that's what you'll find here.

LEARNING TATE

One of the most important skills you'll have to learn in *Shinobi* is how to pull off "tate," which is attacking multiple enemies without the attackee figuring out they're being hit (now that's ninja power!).

To do it, strike one enemy, then immediately dash to the next and strike, then to the next and strike, and on and on until all of the enemies have been taken out...or you've become bored. If you successfully hit all the enemies within a given time, you'll see the special, dramatic tate sequence in which Hotsuma strikes a pose and all the enemies fall apart behind him. You can tell how many enemies you need to take out in order to pull off tate by looking at the Kanji symbols in the upper-right corner of your screen—each one represents an enemy in close proximity.

You can take out multiple airborne enemies, too. After you've attacked one enemy, immediately use your Stealth Dash (X button). As long as you're still holding down the Lock-on button (R1), you'll immediately warp to the next closest enemy, who you can then attack.

Certain enemies (such as the rabid armor dogs) will block like crazy. The only way to land an attack on them is to use your stealth dash and circle around them. Hold down a direction and use the X button to pull this off.

CHARGING UP AKUJIKI

There's a point in *Shinobi* where your sword, Akujiki, will awaken and thirst for the blood of your enemies (or you, if you're not careful).

If you attack enemies repeatedly in succession, Akujiki will glow and strengthen, meaning taking out enemies will take fewer blows for each kill.

This strategy is not only integral for vanquishing larger enemies (like tanks), but also for bosses, who tend to send henchmen after you. Take out as many of these henchmen in a row as possible to charge up Akujiki, and then immediately go after the boss. If you manage to hit the boss in time, you'll deliver a powered-up devastating blow. In fact, it's entirely possible to kill bosses with only one hit if you pull this off correctly!

On certain bosses, be careful not to take out the objects that bosses use to respawn enemies. For example, when fighting the giant spider, don't take out the nests around him—you need them to build up your sword strength to fight the big guy.

Remember to use the walls on bosses, too. When fighting Benisuzume, affectionately known around the *OPM* office as "Moth Bitch," warp over to the back wall after you've attacked her, so you don't fall in the pits.

WHAT ABOUT RANKINGS?

At the end of each stage you'll receive a ranking. These are the factors for getting ranked: how many enemies you kill, how many tate combos you pull off, how much damage you've taken, and how you take out the bosses (with tate or with several smaller attacks). Of course, ranking only gets you bragging rights. So fuel your ego after you beat the game, all right chump?

SECRETS TO UNLOCK

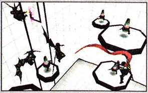
SECRETS TO UNLOCK
Hidden throughout the game are small coins that bear the Oboro Clan symbol. Collecting them will open up a bunch of cool stuff (but you need to play all three difficulty settings to find them all).

MOVIE GALLERY (10 COINS)
Watch all of the stunning CG cut-scenes from the game.

ART GALLERY (20 COINS)
Check out a lot of the cool CG and painted artwork that went into making the game.

MORITSUNE (30 COINS)
Play the game with Hotsuma's brother, Moritsune.

JOE MUSASHI (40 COINS)
The original ninja is back! Play as Joe and see his new moves.



CHALLENGE MODE (50 COINS)
Play three secret VR-style missions that will really, *really* test your skills.

Five Tips to Become the Perfect Ninja

Follow these steps in the game, then use them on your kid brother to hone your real-life ninja skills.

1. Keep an eye on the walls. Hotsuma can cling to most wall surfaces. It can make life easy in terms of reaching secret power-ups and for taking out certain bosses—even when you'd least expect it.

2. Dash as much as you can and stay airborne. The more you're off you're feet, the more you're out of reach of enemies.

3. *Shinobi* really pushes the envelope with this next innovation: Be sure to hit crates (where did they think of that?) and other elements in the background to unearth secret items.

4. Throwing your shurikens at certain enemies will stun them. It's a smart tactic to lock onto an enemy, throw a shuriken, and then dash in for the final blow.

5. Look for secret passages to find hidden health power-ups. Certain levels are nearly impossible without first searching out all of the health power-ups.

Wipeout Fusion	Bam!	●●●●◖	57
Wizardry: Tale of the Forsaken Land	Atlus	●●●	53
Woody Woodpecker: Buzz Buzzard Park	Dreamcatcher	●●●	57
World Destruction League: Thunder Tanks	3DO	●●●	42
World of Outlaws: Sprint Cars	Infogrames	●●●●	55
World Tour Soccer 2002	Sony CEA	●●●●	53
WRC: World Rally Championship	Bam!	●●●●●	57
Wreckless: The Yakuza Missions	Activision	●●	63
WTA Tour Tennis	Konami	●	57
WWF SmackDown! Just Bring It	THQ	●●●◖	52
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PS1 TRICKS AND REVIEW ARCHIVE

007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
2002 FIFA World Cup	EA Sports	●●●●	58
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take 2	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alien Resurrection	Fox Interactive	●●●	38
All-Star Slammin' D-ball	Agetec	●●◖	56
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●◖	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men: Air Attack	3DO	●●●●	27
Army Men: Air Attack 2	3DO	●●●◖	39
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men: World War - Final Front	3DO	●◖	45
Army Men: World War - Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atari Anniversary Edition Redux	Infogrames	●●	53
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Batman: Gotham City Racer	Ubi Soft	●◖	46
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro	●◖	5
Big Air	Accolade	●◖	20
Big Bass Fishing	Take 2	◖	58
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Crave	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding!!	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 4	Natsume	●●●●	17
Bust-A-Move 99	Acclaim	●●	19
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
c-12: Final Resistance	Sony CEA	●●◖	58
Caesar's Palace 2000	Interplay	◖	41
Caesar's Palace II	Interplay	●●	15
Capcom vs. SNK Pro	Capcom	●●●◖	60
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: Symphony of the Night	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross 2001 Feat. Ricky Carmichael	THQ	●●●	41
Championship Motocross Feat. Ricky Carmichael	THQ	●●●◖	25
Championship Surfer	Mattel	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Magetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Dance Dance Revolution: Konamix	Konami	●●●●	57
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers 3	Capcom	●●●●	16
Darkstone	Take 2	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim	●●◖	47
David Beckham Soccer	Majesco	●●●	61
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Delta Force: Urban Warfare	Novalogic	●●●	61
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Dexter's Laboratory: Mandark's Lab?	Bam!	●●●◖	59
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon Rumble Arena	Bandai	●●●◖	55
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
⑨ Digimon World 3	Bandai	●●◖	57

PERMANENT DIGIMON Want Paildramon or Omnimon forever and ever? If you're playing this game, you probably do. For Paildramon, you must have a Digimon that can digivolve to Exveemon and Stingmon at Level 5. To get Omnimon as well, you must have a Digimon that can digivolve to Metalgarurumon and Wargreymon at Level 40. Happy?

Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Last Sanctuary	DreamCatcher	●●◖	56
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Ball GT	Bandai	●●	4
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38

REPLAY FORUM

GTA: VICE CITY: COPS & ROBBERS

In *GTA3*, you could jump in a car with a cop/enemy right there and race away (and the cop would lose his grip on the handle). Don't even try that in *Vice City*. If there's a cop by either door, they will point their gun at you, and you can't even press the pedal to get away. You *have* to run to a car that is away from the cops or they will get you *every* time. Same with bad guys—if you get in a car and they're right there, they will just continue to pull you out.

Also, never expect your car to still be around after you go into a store or hotel. Fifty percent of the time, someone will have stolen it by the time you get back.

irishmalt

Another tip: Later in the game, put your car into the garage before saving/starting a mission. Then your ride will be waiting.

FINAL FANTASY X: GLITCH RAIDER

I just found out how to get unlimited use of Yuna's ability to heal while playing *Final Fantasy X* (though you can only use it when you're not in battle). How? From the menu you reach when you tap Triangle, go to abilities, then to Yuna, and use Cure. It's like a potion, but free. It really helps in spots like the High Road and Old Road, where there's battle after battle. Hope this helps some *FFX* newbies.

orangecrusader14@netscape.net

TIMESPLITTERS 2

The games within the game

Hidden on three different levels in the Story mode of TimeSplitters 2 *are three carts" that contain knock-offs of old-school arcade games. These delightfully nostalgic little numbers are playable on your Temporal Uplink by switching to the device and hitting Triangle—but you have to find them first. Here's how:*

ANACONDA

Where to find it:

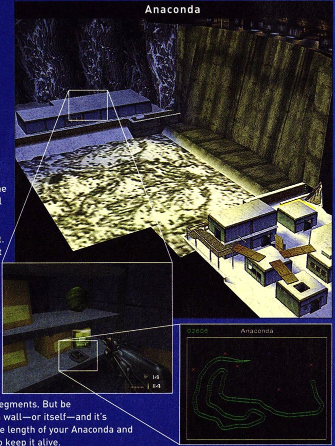
This simple-yet-challenging game is stashed on a shelf in one of the storage rooms on the far side of the Oblask Dam in Siberia, 1990. You'll cross the top of the dam, go down the stairs, head outside, and go around the blue building to the left.

Go in through the door, turn left at the end of the hall, and then swing left into the room (after dispatching the enemies, of course). It'll be on the back of the shelf closest to the entryway. This one can be found when playing at any difficulty level.

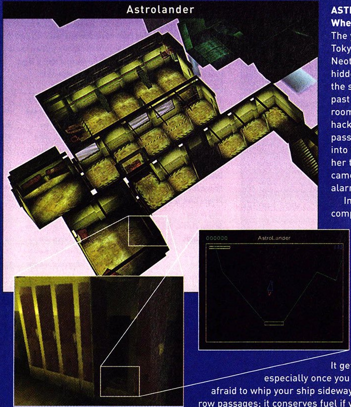
How to play it:

Maneuver your Anaconda to pick up the little Xs. Each X your Anaconda eats makes it longer; blue and gray Xs add even more segments. But be careful: Run your Anaconda into a wall—or itself—and it's game over. Scoring is based on the length of your Anaconda and the amount of time you manage to keep it alive.

Anaconda



Astrolander



ASTROLANDER

Where to find it:

The year is 2019. The place is Tokyo, Japan—now known as Neotokyo. The cart is stashed in a hidden bio-research lab deep in the sewers below the city, just past the checkpoint. (That's the room where you have to enter the hacker's code—you did get her password, right? You had to sneak into the camera room and watch her type it in, then turn off all the cameras to avoid raising an alarm? Of course you did.)

In the bank of lockers in the computer room, you'll find a bad-ass rifle and this hidden cart. You can't find it if you're playing Easy mode.

How to play it:

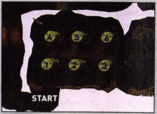
It's just like the old classic *Lunar Lander*: Carefully ration your fuel to land your ship on the designated pad...and make sure you're going slow enough to avoid a crash.

It gets a lot harder than it sounds, especially once you get past Level 5. Don't be afraid to whip your ship sideways to slow down in those narrow passages; it conserves fuel if you're moving laterally.

AZTEC COLUMN PUZZLE

This was the only puzzle in the game we had much trouble with, so we figured you might too. But in case you just want a gentle nudge, we'll give progressively more explicit hints. See if you can solve the puzzle without reading them all. (Oh, and if you're having trouble with those wood golems, ready your crossbow and walk up to anything that's burning. The bolt will catch on fire, letting you burn the golems and the beehives.)

1. Think of the set of six columns as a giant circuitboard that controls the door beyond them.
2. Electricity passes through a circuitboard following the path of least resistance.
3. Notice how not all the columns have the same symbols?
4. Arrange the columns so that every symbol on every column matches the symbol that faces it from the adjacent column.
5. Still can't figure it out? Look at the map below and follow along. Column 1: One turn. Column 2: Three turns. Column 3: Two turns. Column 4: Two turns. Column 5: One turn. Column 6: Two turns. (These apply if you're playing on Medium; if you're on Hard, Column 1 is two turns and Column 6 is only one turn.)



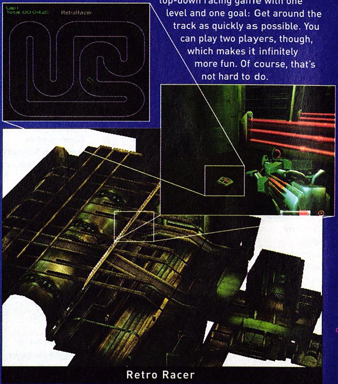
RETRO RACER

Where to find it:

This is the hardest cart to get—not because it's hidden well, but because you can only find it when playing the Robot Factory 2315 level on Hard. Meaning you'll have to play all the levels *up to* Robot Factory on Hard. If you manage that, we salute you. You are truly hardcore. Anyway, it's stashed under the far ramp on the far side of the second big room, just before the boss battle. Have fun trying to get it.

How to play it:

The gameplay is so basic here that it might make you wonder why you bothered playing through all those other levels on Hard. It's a simple, top-down racing game with one level and one goal: Get around the track as quickly as possible. You can play two players, though, which makes it infinitely more fun. Of course, that's not hard to do.



Retro Racer

What other secrets have you found in *TimeSplitters 2*? Write us at opm@ziffdavis.com and title the e-mail *Replay: TimeSplitters 2.*

ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
E.T. the Extra-Terrestrial: Interplanetary Mission	NewKidCo	◖	54
Eternal Eyes	Crave	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
FIFA Soccer 2003	EA Sports	●●●◖	63
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy IX	Square EA	●●●●●	39
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G-Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro	●●	28
Gold and Glory: The Road to El Dorado	Sony CEA	●●	42
Gran Turismo	Sony CEA	●●●●●	9
⑦ **Gran Turismo 2**	**Sony CEA**	●●●●●	**29**

One of the top games on the PS1 deserves a few codes, right?

ARCADE TRACKING Obtain all licenses in Simulation mode on disc two, including the Super License to get more Arcade mode tracks.

FEDEX CAR Enter the Gran Turismo League race events until reaching the Pacific League races. Then enter the Midfield Raceway event to be awarded with an R*Nissan 300ZX GTS FedEx race car. Gets you there on time, every time. Except in the case of *Cast Away*.

MARK MARTIN'S NASCAR #6 FORD TAURUS To obtain this car, you must first purchase a Ford Taurus and then perform the Racing modification.

Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
④ **Gundam Battle Assault 2**	**Bandai**	●●●●	**62**

What's "Gundam" mean, anyway? No matter, just do what we say and use these codes.

UNLOCKING NEW MOBILE SUITS

ZAKU IIS To unlock it in Street mode, beat Street mode on Hard with Gundam RX-78. To unlock it in Versus, Time Attack, and Survival modes, beat Street mode with the Zaku IIS.

TALLGEESE III Beat Street mode on Hard with Gundam Deathscythe Hell Custom and Wing Gundam Zero Custom. To unlock it in Versus, Time Attack, and Survival modes, beat Street mode with the Tallgeese III.

MASTER GUNDAM To unlock it in Street mode, beat Street mode on Hard with Burning Gundam and Gundam Maxter. To unlock it in Versus, Time Attack, and Survival modes, beat Street mode with the Master Gundam.

Gunfighter: The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
Harry Potter and the Sorcerer's Stone	EA Games	●●●	53
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hooters Road Trip	Ubi Soft	◖	55
Hoshigami: Ruining Blue Earth	Atlus	●●◖	53
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
IHRA Drag Racing	Bethesda	◖	53
In Cold Blood	DreamCatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int'l. Superstar Soccer '98	Konami	●●●●◖	11
Int'l. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
The Italian Job	Rockstar	●●●●●	57
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro	●●●●	17
Jeopardy! 2	Hasbro	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Kickboxing	Agetec	●	58
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46

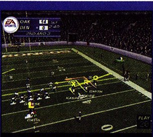
MADDEN NFL 2003

Money ball

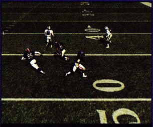
TRIFECTA

Here's a play that will score you easy yards with little risk (as long as you time it right). Follow these steps to get to Touchdown City!

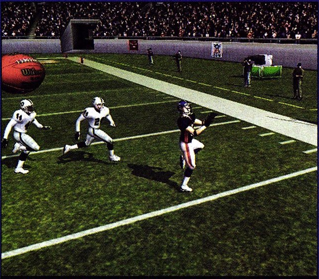
- Go to a Single Back Trips set, which will bunch three wide receivers on one side of the field.
- Press Triangle to pull up the Hot Route menu. Hold down Circle (for your right-most receiver) and press Left, so he'll run an "in."
- Press Triangle, then hold R1 (for the middle receiver) and press Left, so he'll run an "in."
- Press Triangle, then hold X and press R2, so he'll run a slant towards the sideline.
- Snap the ball, drop back a few steps, let the play develop, then tap X once the wideout breaks.
- The receiver can usually gain separation and get eight yards.



Set up your hot routes



Wait for the break



Time it right and you'll get an easy eight yards

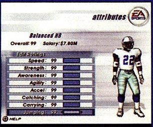
CHEAT TO MAKE THE BIG CLUB

Look, we know the minicamps can be gruesome, especially if you're aiming to unlock the likes of Barry Sanders, John Elway, and Deion Sanders.

- Turn off auto-save.
- Save your rosters as Cheat.
- Go to the Cheat rosters and edit the players that do the minicamps. In the case of the Ground Attack, raise Emmitt Smith's stats to 99, then lower the defensive players' ratings (Dat Nguyen and Roy Williams).
- Load Cheat rosters and serve.

7:56
TIME REMAINING
510
CARTER
SMITH

Cheat Emmitt to the 9s



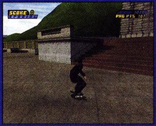
Balanced HB
Overall: 99 Salary: $7.80M
Edit Ratings
Speed: 99
Strength: 99
Awareness: 99
Agility: 99
Accel: 99
Catching: 99
Carrying: 99
Jumping: 99

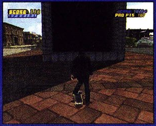
Take that, Dat!

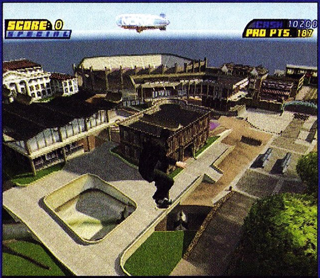
TONY HAWK PRO SKATER 4

Hidden spots, fast cash, and pointers on breezing through the best skating game ever

COLLEGE


SCORE: 0
PRO PTS. 187


SCORE: 330
PRO PTS. 187


SCORE: 0
CASH 10200
PRO PTS. 187

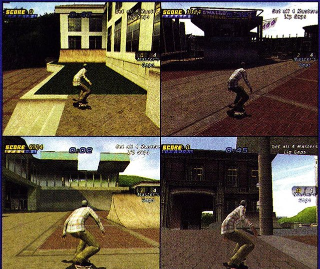
Love lift Tony Hawk up where he belongs!

STRAIGHT A'S

If you want to get high above the world in the College level, follow the above screens. Go behind the tower, jump into the black, and voila! Don't ask us to explain the physics, though.

GET ALL FOUR MASTERS LIP GAPS

Scoring the four lip gaps isn't tough, once you know where they are. Here's a quick guide that points them out. There's enough time to do them in any order, but start with the one right in front of you.

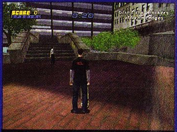

Get all 4 Masters Lip Gaps
Masters Gaps

What's your favorite level in *Hawk 4*? Write us at opm@ziffdavis.com and title the e-mail *Replay: Hawk 4*.

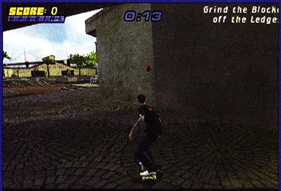
SAN FRANCISCO

GRIND THE BLOCKERS OFF THE LEDGES

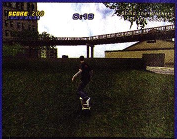
That cop in front of you doesn't cotton to you grinding your days away. Fair enough. But a mission's a mission. Start by going around the corner and wallriding the red bell on the wall. He'll leave his post, and you'll have a free shot at the ledge. For quickness' sake, ollie off the green hill shown below so you can hurry up to the ledges. Once you're there, grind up the first set of ledges and down the opposite set.


SCORE: 0
0:20
Grind the Blockers off the Ledges

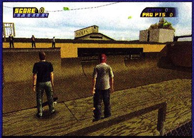
He's blocking the way


SCORE: 0
0:13
Grind the Blockers off the Ledges

Wallride the alarm to lure the guard away


SCORE: 200
0:18
Grind the Blockers off the Ledges

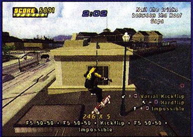
Jump over this ledge


SCORE: 0
PRO PTS. 0

Quick change

SPENDTHRIFT

Who doesn't like free money? The easiest place to mop up a few hundred bucks is the Practice mode. Practice might not make perfect, but it will fatten your wallet. Just get momentum on the halfpipe and you'll be able to pull down six bills. Might not seem like a lot of money, but that's 12 skateboards at the skateshop—if you feel like spending your bucks that way.


SCORE: 5891
2:02
Nail the tricks between the Roof Gaps
Varial Kickflip
Hardflip
Impossible
246 X 5
FS 50-50 + FS 50-50 + Kickflip + FS 50-50 + Impossible

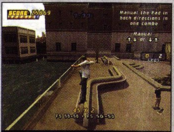
Kareem's electric

KAREEM'S SPECIFIC PRO CHALLENGE: RIDING THE HIGH WIRED

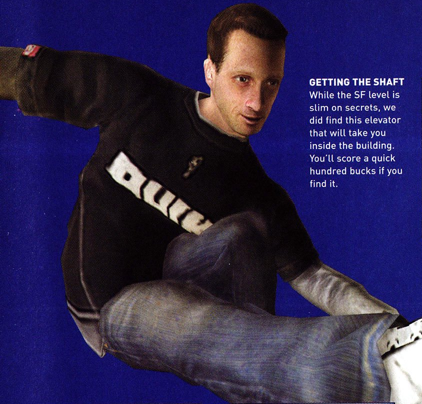
Don't make the mistake of trying to pull these off without finding the wire connecting the buildings. Once you know the wire is there, this is one of the easier pro challenges. Just link tricks together while grinding that wire and you'll be able to knock out moves with haste.

MANUAL THE PAD: BOTH DIRECTIONS IN ONE COMBO

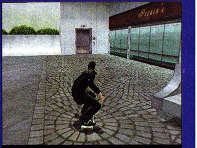
This will cause you serious heartache, but just wait until you get to Alcatraz! For this one, the key is to build speed by grinding the rails. Then, shoot off the ramp (do a grab move, it'll make you faster) and use the ledges before the pad to keep your speed. Don't grind the last ledge, or you'll never recover in time for the manual. After the first manual, use the ramp, revert, then hold another manual until you clear it.


SCORE: 25869
Manual the Pad in both directions in one combo
Manual

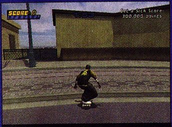
Build speed by grinding



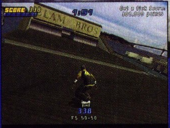
GETTING THE SHAFT
While the SF level is slim on secrets, we did find this elevator that will take you inside the building. You'll score a quick hundred bucks if you find it.



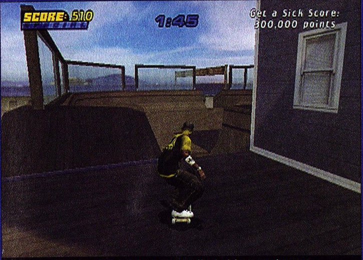
Going down?



Get up this ledge...

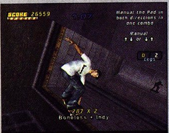


...then head to the ramps

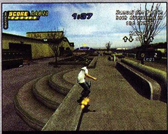


Under the bridge you'll find this vert haven

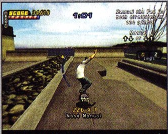
GET A SICK SCORE: 300,000 POINTS
After you've played the game for countless hours, you'll score this many points in your sleep. But early on, you don't have the stats to do it easily. If you're a street skater, just use the huge rail along the road. Vert skaters should seek out these spots:
1. The rooftop: Get speed and get to the top of the building you're facing when this challenge starts. Grind to "cling" to the building. Then, take a right, hop over to the other building, and you'll have all kinds of room to maneuver.
2. If you want to take more time, cruise down the Embarcadero toward the Wharf, then go under the bridge and into the glass-encased wooden areas.



Use this quarterpipe



Grind along this rail



Bust out your best manual

Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings 2000	EA Sports	●●●●	27
Knockout Kings 2001	EA Sports	●●●●	39
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing	TDK Mediactive	●●●	46
The Land Before Time: Return to Great Valley	Sound Source	●●◖	39
Largo Winch .// Commando Sar	Ubi Soft	◖	57
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
Lilo & Stitch	Sony CEA	●●●◖	59
The Lion King: Simba's Mighty Adventure	Activision	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
⑤ **Madden NFL 2003**	**EA Sports**	**1111**	**62**

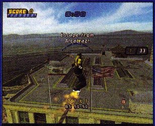
CHEAP PLAYERS, MAD SKILL Want a Randy Moss clone for cheap? Go to Create Player and make a quarterback. Give the player very low passing abilities and high catching and ball-handling abilities. The player will cost very little because his quarterback skills are bad. You will have to sign him as a quarterback but use him as a wide receiver. His salary will never go up because he won't play as a quarterback. You can also change his number and attributes in the Edit Player screen. You can also make a dirt cheap fullback by eliminating his receiving skills.

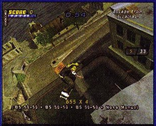
Martian Gothic: Unification	Take 2	●●●◖	52
Marvel Super Heroes	Capcom	●●	2
Marvel Super Heroes vs. Street Fighter	Capcom	●●●◖	18
Marvel vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winner's Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Mega Man X6	Capcom	●●●	53
Men In Black–The Series: Crashdown	Infogrames	●●●	54
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Missile Command	Hasbro	●●●	28
Mission: Impossible	Infogrames	●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46

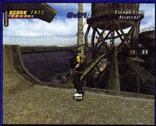
TONY HAWK PRO SKATER 4

Escape from Alcatraz and find out what Atiba's all about

ALCATRAZ


Start on this high wire


Make sure you get big air

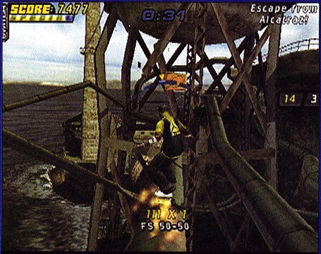

Go to the leftmost pipe

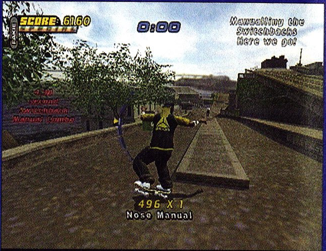
ESCAPE FROM ALCATRAZ

This one is no picnic, but escaping prison never is. To beat it, you'll have to practice repeatedly and expect to fail endlessly. But as long as you're getting closer to all 34 pieces of the puzzle, don't sweat it. There are only two real complications.

The first is when you get onto the winding pipes. Be sure you get on the leftmost pipe, and then do a Kickflip somewhere along the way to keep your speed high. Otherwise, you'll start sliding back the way you came.

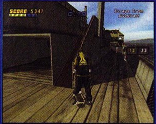
The second hitch is the last piece, which is on the deck of the boat. Climb the stairs and you'll find it.

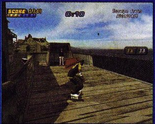

SCORE: 7477
0:31
Escape from Alcatraz!
111 X 1
FS 50-50
Once you're on the pipe, kickflip to keep your speed


SCORE: 6160
0:00
Manualling the Switchbacks Here we go!
496 X 1
Nose Manual
Remember to get lots of speed before you start

MANUAL THE SWITCHBACKS

This will put exactly three gray hairs on your head, so be wary. The trick is to turn around from the starting point and do a fat vert move off the ramp. You need to ollie before you go from concrete to asphalt. On turns, try to ease around them or you'll fall. Also, keep an eye out for the tram. There's nothing worse than getting knocked over. And, be careful in the middle of the road—those medians can trip you up when you least expect it.

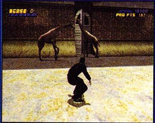

Ride up this ramp...

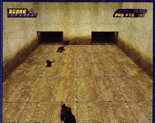

...to score the last piece

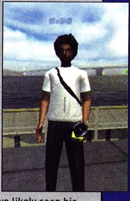
THE ZOO

THE DOODY TOSS

The monkey cage always smells horribly of dung, so *Hawk 4* puts you right into a dodge-the-doo competition against some cute little monkeys. Find the giraffes, go into their pit, and then scoot into the door. Once inside, you can score a quick five bills with a little agility.


Go into this door...


...then dodge the poop!

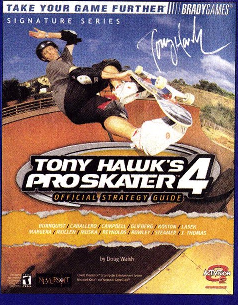


WHO IS ATIBA JEFFERSON?

You know, the photographer dude with the black-power pic? His name's Atiba Jefferson and he's regarded as one of the best action-sports photographers out there. If you've picked up a skate mag, you've likely seen his work. That's one of his shots above.

STRATEGY GUIDE

Let's face it, some of the challenges in *Hawk 4* are nearly impossible. With a few hints you'll soar to the top of your skateboarding game. This guide delivers sweet step-by-step info for every goal, plus it lets you in on all kinds of secrets. If you want to complete the game (we're talking 100%, gaps, cash, goals, etc.) this is a must have. Plus, the maps are gnarly.


TAKE YOUR GAME FURTHER
BRADYGAMES
SIGNATURE SERIES
TONY HAWK'S PROSKATER 4
OFFICIAL STRATEGY GUIDE
BURNQUIST / CABALLERO / CAMPBELL / GLIFBERG / KOSTON / LASEK
MARGERA / MULLEN / MUSKA / REYNOLDS / ROWLEY / STEAMER / J. THOMAS
by Doug Walsh
ACTIVISION

What's your favorite pro-specific challenge in *Hawk 4*? Write us at opm@ziffdavis.com and title the e-mail *Replay: Hawk Pro.*

MLB 2003	Sony CEA	●●●●	60
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Monsters, Inc.	Sony CEA	●●●◖	51
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
⑥ **Mortal Kombat Trilogy**	**Midway**	**n/a**	**n/a**

HIDDEN MENU Go to the Options screen and hold all four shoulder buttons for three seconds, and the screen will shake. Then you can select the Question Mark option, allowing one-button fatalities and other options. **OLD-SCHOOL CHARACTERS** Highlight either Kano, Kung Lao, Jax, or Rayden and press Select. They should explode and turn into *MK1* Kano, *MK2* Kung Lao, *MK1* Rayden, and *MK2* Jax (without metal arms). They have the same moves and fatalities as the ones in the old games.

Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take 2	●	48
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: Skateboarding Feat. Andy MacDonald	THQ	●	39
MTV Sports: Snowboarding	THQ	●●●◖	27
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
The Mummy	Konami	●●●	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N.GEN Racing	Infogrames	●●◖	35
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
⑧ **Namco Museum Volume 3**	**Namco**	**n/a**	**n/a**

GALAXIAN'S TURBO MODE During the Demo mode, press Select 32 times to add to the Credits total in the bottom-right corner of the screen. Now, the number 32 should be displayed. Hold Select and press Start to begin the game in Turbo mode.

NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA Live 2002	EA Sports	●●●◖	53
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA ShootOut 2002	Sony CEA	●●●◖	50
NBA ShootOut 2003	Sony CEA	●●●◖	63
NBA Showtime: NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digital	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Studios	●●◖	37
NFL GameDay 2002	Sony CEA	●●	49
NFL GameDay 2003	Sony CEA	●●●●	62
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
NHL 98	EA Sports	●●●●	2
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
Omega Boost	Sony CEA	●●●●	25
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◖	50
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
Panzer Front	Agetec	●●●◖	51
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pipe Dreams 3D	Empire Int.	●●	52
Pitfall 3D	Activision	●●	9
Planet of the Apes	Ubi Soft	●●●	63
Play With The Teletubbies	Knowledge Adv.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1

HITMAN 2

Having trouble? Cheat!

These are the "official" *Hitman 2* cheats direct from our friends at Eidos. They are *only* triggered by these codes, and if you use them, you may find that they cause some problems with the game recognizing that you've actually finished a level. Use them to work out how to complete something, and then go back and do it properly.

The following are in-game cheats and you don't need to pause the game to input them.

SLOW MOTION

One of those tricks that falls into the "not very useful" category.
R2, L2, Up, Down, X, Up, L2

FULL HEALTH

This one, on the other hand, can be filed under "very useful."
R2, L2, Up, Down, X, Up, Down

PUNCH MODE

R2, L2, Up, Down, X, Up, Up

GRAVITY

We're not sure why you'd want this...but here it is anyway.
R2, L2, Up, Down, X, L2, L2

SMG-SD6
50
29
INFO: CHEAT: NAILGUN ON

Gravity mode off—great

LETHAL CHARGE

Makes your shots even more effective. One-shot kills are easier to pull off.
R2, L2, Up, Down, X, R1, R1

BOMB MODE

Does exactly what it says.
R2, L2, Up, Down, X, Up, L1

MEGA FORCE

Has the amusing effect of making bad guys disappear into the distance when you kill them.
R2, L2, Up, Down, X, R2, R2
(restart level to remove effects)

SMG-SD6
50
17

Nailguns are cool

NAILGUN MODE

This one pins people to walls once their dead. The effects aren't always obvious as it depends where you shoot the bad guys. Try shooting corpses for amusement. Activate this and Mega Force together for added frivolity.
R2, L2, Up, Down, X, L1, L1

On Main Menu screen, try the following.

LEVEL MENU

R2, L2, Up, Down, Square, Triangle, Circle on Main menu

N
E
S
W
INFO: CHEAT: GRAVITY ON

Not useful, but it lightens the mood

KINGDOM HEARTS:
Extra bosses

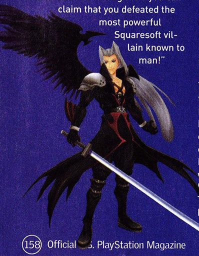
Four extra bosses are available after you seal the Hollow Bastion Keyhole.

SEPHIROTH Time to even the score with *Final Fantasy VII*'s cold-blooded Aeris-killer! Face him one-on-one at the Olympus Coliseum in the Platinum Match. Here's how ShenlongNova1021@aol.com got by: "First of all, it's best to be at least level 80, and you must have the Second Chance ability. Make sure you have Elixirs in all of your item slots. As soon as you start the fight, Superglide far away from Sephiroth and cast Aeroga. When Sephiroth walks around the arena and sharply swings his sword, Dodge Roll behind him and use Ars Arcanum and/or Strike Raid. When he takes too much damage, he'll teleport behind you and attack; immediately jump out of the way. He'll also emit a Fire Pillar, which you should Dodge Roll away from.

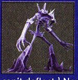
"When you're finished with his purple HP meter and start on his pink meter, Sephiroth uses a new attack: He teleports and casts Sin Harvest. Superglide up to him and strike before he finishes it. It's essential to stop him because Sin Harvest will demolish your Aeroga, your MP, and, basically, all of your HP. If this happens, Superglide away and use an Elixir before Sephiroth finishes you.

"When you get to the orange HP meter, he jumps away from you and attacks with Flying Combo techniques. It's very difficult to dodge these attacks, so try to stop the combo string with Ars Arcanum and Sonic Blade.

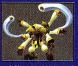
"He'll teleport a lot more when you're at his yellow HP meter and will cast his most powerful attack, a Meteor Storm. Your best bet is to dodge them. His last attacks are Spinning Combos and Energy Orbs. Avoid the Orbs and use Ars Arcanum and Sonic Blade when he lands. Do this enough and you can claim that you defeated the most powerful Squaresoft villain known to man!"



ICE TITAN After wining the Hades Cup at Olympus Coliseum, you can fight Ice Titan in the Gold Match. Arthur Huynh (JasMs14@aol.com) took down the Titan with this strategy: "The only magic you need is Cure. Also, have Ethers ready just in case. Always have Ice Titan locked on so you can see him. Ice Titan will start by shooting small icicles at you. You can either deflect them back with the Guard skill or hit them back. (Note: When Ice Titan is shooting icicles, don't use Aero because then he'll shoot giant icicles that you can't deflect.) Next, Ice Titan will attack with giant icicles or ice balls. Try to dodge them. After that, Ice Titan will shoot a barrage of icicles. Deflect as many as you can and take the damage (it won't kill you). Following the barrage, the process starts over again. This is a good time to Cure. After going through this a couple of times, you should have done enough damage to stun the Ice Titan; that's when you can attack with a few combos. Keep doing this till you beat him."



KURT ZISA Speak to the magic carpet in Aladdin's house, and it'll whisk you away to this boss. Zisa isn't that difficult—it's just a marathon slog. When Zisa is in its first form, you can't use magic. Avoid its attacks while you lunge in to whack the Orbs it's holding. Once the Orbs are gone, you'll have a few seconds to whale on Zisa before it takes on its second form. You can now use magic, so cast away while avoiding Zisa's attacks. If you run low on MP, wallop Zisa to unleash some MP bubbles. Soon enough, Zisa will go down for a few seconds, then return to its first form. Quickly get in there and whack away! Keep at it until you finally defeat Zisa.



PHANTOM In Neverland, put Peter Pan in your party, then speak to Tinkerbell. You need tons of magic to defeat the Phantom, so take Donald with you, too. Use Stop to halt the Doom Countdown (which can knock out your allies for the entire battle). Then, attack the Phantom according to the colors: white for Physical, red for Fire, blue for Blizzard, and yellow for Thunder. Be sure to stock up on Elixirs in case your MP runs low.

Power Play Sports Trivia	Ubi Soft	●●	58
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
The Powerpuff Girls: Chemical X-Traction	Bam	●◖	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire	●●●◖	37
Pro Pinball: Fantastic Journey	Empire	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Putter Golf	Agetec	◖	53
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Racing	Agetec	◖	43
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Working Designs	●●●	38
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Rayman Brain Games	Ubi Soft	●●●	50
Rayman Rush	Ubi Soft	●●●	57
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3: Nemesis	Capcom	●●●●◖	27
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel	●●●	41
Rocket PowerTeam Rocket Rescue	THQ	●◖	51
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the Three Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	Hot-B	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, Teenage Witch: A Twitch in Time!	Knowledge Adv.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Saltwater Sportfishing	Agetec	●●◖	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scooby-Doo and the Cyber Chase	THQ	●●	52
Scrabble	Hasbro	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Sesame Street Sports	NewKidCo	●●●◖	54
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skullmonkeys	Electronic Arts	●●●●●	6
Skydiving Extreme	Banpresto	●◖	49
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Snowboarding	Agetec	●●	43
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park: Chef's Luv Shack	Acclaim	●	28
South Park Rally	Acclaim	●◖	29
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops: Covert Assault	Take 2	●	52
Spec Ops: Ranger Elite	Take 2	●	46
Spec Ops: Stealth Patrol	Take 2	●	34
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40

② **Spider-Man** Activision ●●●●● 37

CURSES! What's more fun than swearing? Spider-Man berating you. If you try to enter a dirty word as a code, Spidey enters the picture to change it. Try it yourself!

Spider-Man 2 Enter: Electro	Activision	●●●◖	50
Spin Jam	Take 2	●◖	38

③ **SpongeBob SquarePants** THQ ●● 51

We'd like to give you new codes for the game, but this is all there is. So sponge away, *Sponge* lovers.

LEVEL PASSWORDS:

1 BGNR	6 NGPS	11 WFXM	16 CNXK
2 CLMB	7 WMCV	12 MNTL	17 LKKV
3 KVNF	8 XNAD	13 QGAV	18 PVHS
4 WKGA	9 HPJQ	14 LXHK	19 JAST
5 DFVJ	10 QHDG	15 HGCD	End WMBT

Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I - Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I - The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33

Strikers 1945	Agetec	●●◖	44
Stuart Little 2	Sony CEA	●●◖	60
Suikoden II	Konami	●●●●	26
Super Shot Soccer	Tecmo	●●●◖	61
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
Syphon Filter 3	Sony CEA	●●●◖	52
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
10 **Tekken 3**	**Namco**	●●●●●	**9**

Unlock the doc. Collect bronze, silver. and gold keys in Tekken Force by completing it three times. Then play through it one more time. After you beat the boss of the last stage, you will be taken to an underground cave and you will fight Dr. Boskonovitch. Beat him to use him.

Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis	Agetec	●●	53
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKidCo	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●	25
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●●	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonenstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'n Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Twisted Metal: Small Brawl	Sony CEA	●●◖	52
Tyco RC: Assault With a Battery	Mattel	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
War Jetz	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◖	51
Wheel of Fortune	Hasbro	●●●●	17
Wheel of Fortune 2	Hasbro	●●●●	39
Who Wants to Be a Millionaire: 2nd Edition	Sony CEA	●●◖	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◖	47
Wild 9	Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adventure	Mattel	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro	●●●◖	27
Worms World Party	Ubi Soft	●●●●	55
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X-Bladez: Inline Skater	Crave	2	55
X-Files	Fox Interactive	●●●	28
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra	●●	40
1 **Yu-Gi-Oh: Forbidden Memories**	**Konami**	●◖	**57**

If you're looking for these codes, sign up for the nerd clinic. In two short months, you'll be reformed, looking for codes for games like *Spider-Man*.

Ancient Elf	93221206	Great White	13429800
Blue Eyes White Dragon	89631139	Magical Ghost	46474915
Dark Magician	46986414	Claw Reacher	41218256
Exodia (Head)	33396948	Man-eating Bug	54652250
Curse of Dragon	28279543	Celtic Guardian	91152256
Dragon Zombie	66672569	Witty Phantom	36304921
Monster Reborn	83764718	Beaver Warrior	32452818
The Stern Mystic	87557188	Change Of Heart	04031928

READER REVIEWS

We want your reviews of the best and worst games, so write a review and send it to opm@ziffdavis.com. We can't publish everyone, so keep it short, be witty, and remember that not every game deserves a 5-disc rating just because you like it!

GRAND THEFT AUTO: VICE CITY

What you said: "It is hard to find many games that improve upon the last installment, but this is exactly what Rockstar North has accomplished. The game is vastly improved in every area, and the feel of the '80s is captured completely.

For those of us old enough to remember the '80s, the game captures the feel of that generation, from the opening of the game to the music, the clothes, the glitz and glam, and the sayings of the time. It is amazingly well done, and the vibe of that generation is there in all its glory—and for some of us, everything we loathed about those times.

Vice City is easily the most amazing game created, a title held previously by *GTA3*. Rockstar North has got something special going and I hope it continues for a long time to come."

Your Score ●●●●●

Greg-massivegrooves@cox.net

What we said: "*Vice City* is the PS2's defining title."

Our Score ●●●●●

SLY COOPER

What you said: "I love good games. Good games that make you glad to play them because they're so fun. Games like *Sly Cooper* are the reason we game. *Sly Cooper* is the best looking platform game I've ever seen. The graphics are smooth and crisp, but what sets it apart is the wonderful "toon-shading" art style that is so unique and fresh, it makes the game really come alive. What makes this game really addictive are the clues scattered throughout the levels that unlock secret moves, or give you the ability to see clues and breakable objects in your binoculars. All in all, *Sly Cooper* is a true gaming masterpiece, and worth every penny."

Your Score ●●●●●

Ian King
mlkirkendall@comcast.net

What else you said: "Stylish, fun, and short. That about sums up *Sly Cooper*. Look, this game is a blast, but I beat it 100 percent, with all clues found and all Time-Trials completed, in two days. *Two days*! I'm glad I rented it, and you will be, too. Just don't do anything more, because once you complete it, there's no reason to play it."

Your Score ●●●◖

John/Vicky Boreyko
jboreyko@intrex.net

What we said: "We haven't been this hooked on a platformer since *Crash: Warped*."

Our Score ●●●●●

TEKKEN 4

What you said: "*VF4, VF4, VF4*, that's all I hear about from you guys when it comes to fighting games. *Tekken 4* is by far better then *VF4*. *Tekken* has a ton of extras besides the main modes you'll find in every fighting game. [*Tekken Ball* anyone?] And it has the deepest, easiest-to-learn yet hard-to-master fighting engine around. Yeah, there are some cheap moves, but only cheap people use them. The character graphics may not be quite up to par with *VF4*, but it's hardly noticeable. The water and the arenas are by far better then those of *VF4*. And the characters actually have reasons for being involved in the tournament, unlike in *VF4*."

Your Score ●●●●●

Tom Atkinson
deviouslywicked_17@hotmail.com

What we said: "So, has *Tekken* managed to parry the challenge from Suzuki and Co. at Sega? In a word: no."

Our Score ●●●◖

HITMAN 2

What you said: "When I first played *Hitman 2*, I noticed features missing from the second version that were in the first game. I was disappointed for the first half hour or so, but quickly realized how much this jewel really shined. Eventually, I started to notice features in the new version that were not in the old one [instead of vice versa]. I have beaten the game and I'm having a blast trying to replay the missions to get that perfect one-shot, one-kill, so I'll have the full arsenal this game has to offer."

Your Score ●●●●◖

James Sullivan
James.F.Sullivan@bankofamerica.com

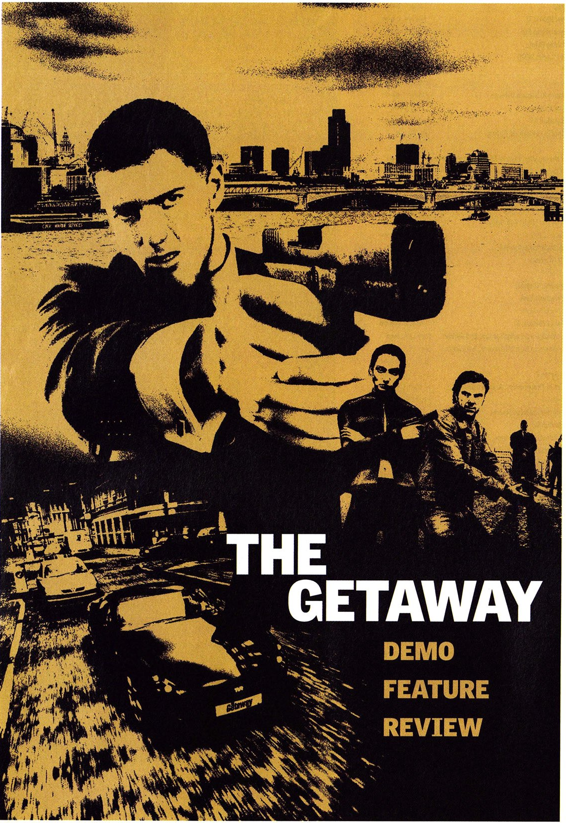
What we said: "Our favorite part about this game is that it makes you feel like James Bond. Don't overlook this—you'll regret it."

Our Score ●●●●◖

NEXT MONTH

February 2003
On sale Jan. 14

OFFICIAL U.S. PlayStation MAGAZINE



Editorial content subject to change

ELECTRONIC GAMING MONTHLY

Jan. 2003
On sale now

Metroid Primetime

Judgment day for the new *Metroid* games finally arrives this month. Will the sequels to *EGM*'s No. 1 game of all time live up to expectations? The truth shall be revealed. Also: the season's coolest gaming-related gift ideas in *EGM*'s Holiday Buyer's Guide, plus *EGM*'s 10 Naughtiest Console Games feature.

GAMENOW

Jan. 2003
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Towers of Fun

Find out how good a game based on a movie can be...then learn all the ins and outs of fighting enemies and get a free *Two Towers* poster, too! What more could you want? How about strategy blowouts for *RollerCoaster Tycoon 2*, *Resident Evil Zero*, *Metroid Prime*, and *GTA Vice City*? *GameNow*'s got those, too!

COMPUTER GAMING WORLD

Jan. 2003
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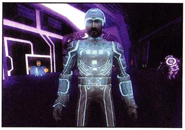
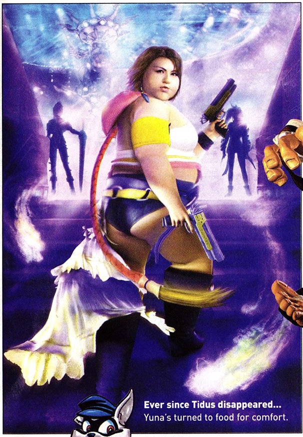


Ride the Lightcycles

How can a 20-year-old Disney movie translate into a slick-looking PC game? *CGW* gets some hands-on time with *Tron 2.0* and gives you the straight scoop on lightcycles, multiplayer, and meeting a digital Bruce Boxleitner. Plus: *No One Lives Forever 2*, *Unreal Tournament 2003* and *Age of Mythology* reviewed.

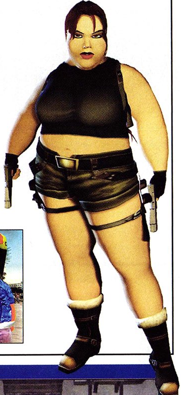
FINAL FAT-ASS-Y

What if your favorite game characters let themselves go?

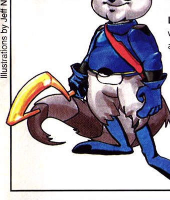


Ever since Tidus disappeared... Yuna's turned to food for comfort.

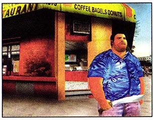
Double-jumping just got a whole lot more difficult for Jak and Daxter.



Wanna know the real reason *Tomb Raider* was delayed? You're looking at it!



Looks like Sly's next adventure... won't involve any sneaking around in the shadows.

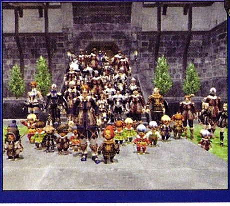


Tommy Vercetti once again proves that Hawaiian shirts are only for frat guys and fat guys.

Illustrations by Jeff Newsom jeff@noggintoboggan.com

GEEKS UNITE FOR MMORPGW

Putting *Final Fantasy XI* online was supposed to offer all sorts of new gameplay experiences, but this is taking things a bit far: In Japan, the first-ever official wedding ceremony was held in the game. Two hardcore players, "Otoku" (the bride) and "Jar" (the groom), recanted their real-life wedding vows in front of tons of fellow gamers and a mock priest in a massive ceremony officially hosted by Square, which even custom-made wedding rings for the couple and celebration crackers for the guests (no word on who caught the bouquet). The first wedding was such a success that Square is looking into making it an actual feature of the game—and inadvertently bringing in real-world problems. You'll now have to book at least two weeks in advance for a venue, rings will cost you dearly, and you'll have to hire the priest yourself. Wonder how many Gil the caterer costs...



P.S.A.T.

(PlayStation Aptitude Test)

1. Which of the following wasn't developed by the team responsible for *War of the Monsters*?

a. *Road Trip*
b. *Twisted Metal: Black*
c. *Twisted Metal 4*
d. *WarHawk*

2. Who is the only boxer in the *Rocky* films not in the *Rocky* game?

a. Clubber Lang (Mr. T)
b. Thunderlips (Hulk Hogan)
c. Ivan Drago (Dolph Lundgren)
d. Apollo Creed (Carl Weathers)

3. Including *Deadly Alliance*, how many *Mortal Kombat* games have there been?

a. 3
b. 4
c. 5
d. 6

4. Porn star Jenna Jameson has done voice work for which two games?

a. *BMX XXX* and *Grand Theft Auto: Vice City*
b. *Grand Theft Auto: Vice City* and *Tony Hawk's Pro Skater 4*
c. *Tony Hawk's Pro Skater 4* and *BMX XXX*
d. *BMX XXX* and *Grand Theft Auto 3*

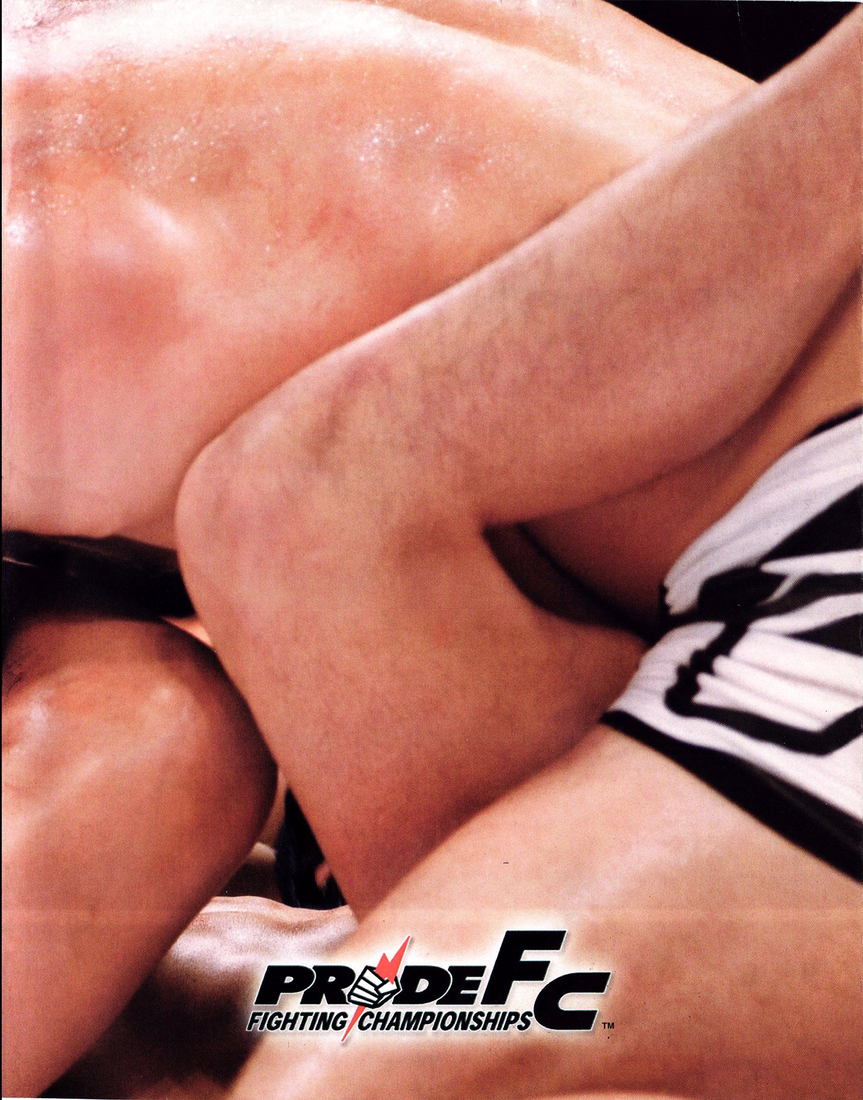
wireimage.com

5. Which is the only *Final Fantasy* you won't be able to play on your PS2 anytime soon?

a. *Final Fantasy*
b. *Final Fantasy II*
c. *Final Fantasy III*
d. *Final Fantasy V*

Answers: 1. c, 2. b, 3. d, 4. b, 5. c

"...the most realistic re-creation of
real-life combat
to ever appear in video game form."
-GameSpot.com


PRIDE FC
FIGHTING CHAMPIONSHIPS ™

IGN.COM BEST OF E3 AWARD

Best Fighting Game
Best Simulation

PlayStation 2

"It's already looking a lot like actual PRIDE broadcasts."

-PSM

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-IGN.com

THQ

www.thq.com

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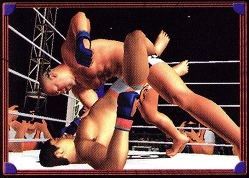
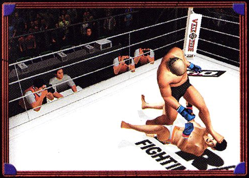


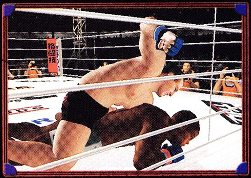
DISLOCATE LIMBS

CRACK SKULLS

PRIDE FC
FIGHTING CHAMPIONSHIPS™

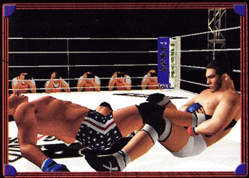


BREAK FACES



DRAW BLOOD

BRUTALLY REALISTIC



SHATTER KNEE CAPS

WIN AT ALL COSTS

MATURE
M
CONTENT RATED BY
ESRB

Blood
Strong Lyrics
Violence

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DREAM STAGE
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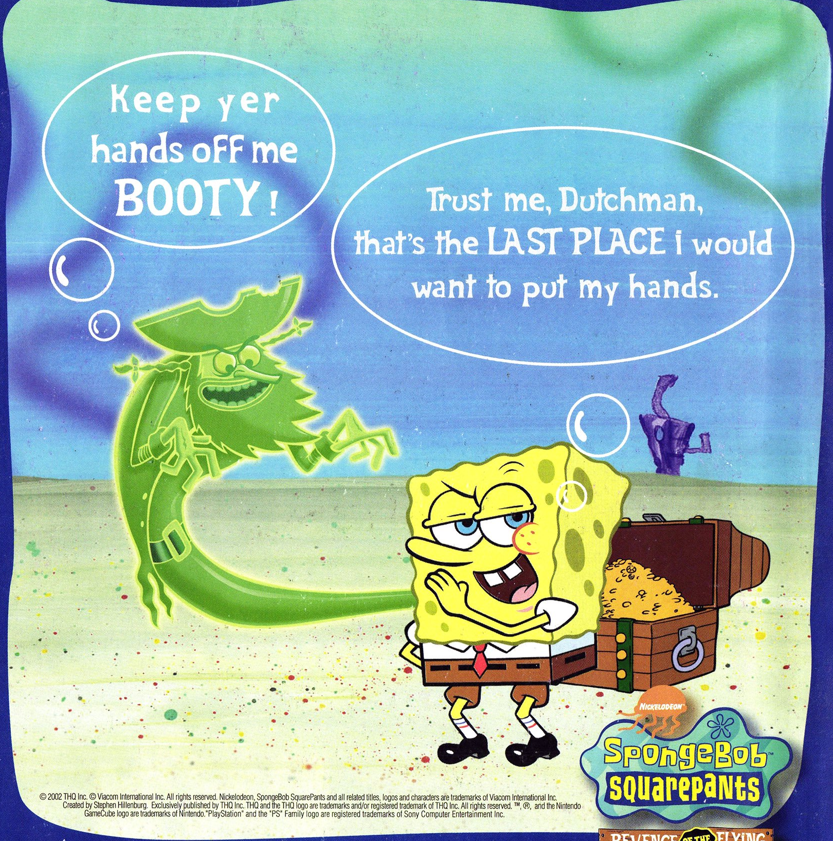
Keep yer hands off me BOOTY!
Trust me, Dutchman, that's the LAST PLACE i would want to put my hands.
NICKELODEON
SpongeBob SquarePants
REVENGE OF THE FLYING DUTCHMAN

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Another thoughtful, intelligent conversation from the new SpongeBob videogame.

EVERYONE E Comic Mischief CONTENT RATED BY ESRB

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